

OFFICIAL AND BEST!

CRACKED!

→TIMESPLITTERS 2→RATCHET & CLANK
HITMAN 2→TEKKEN 4→DEVIL MAY CRY
→CONFLICT: DESERT STORM→AND MORE!



PlayStation®2

uk.playstation.com

OFFICIAL TIPS MAGAZINE-UK

EVERY MAJOR
NEW RELEASE
TIPPED!

THIS MONTH'S
GUIDES!

- TIMESPLITTERS 2
- RATCHET & CLANK
- HITMAN 2
- CONFLICT:
DESERT STORM
- DEVIL MAY CRY
- LORD OF THE RINGS
- WWE SMACKDOWN!
SHUT YOUR MOUTH
- PROJECT ZERO
- PRO EVO 2
- TEKKEN 4
- RED FACTION 2

TIMESPLITTERS



THE LATEST
CHEATS-FIRST!
COOL SECRETS-REVEALED!

- COMPLETE
WALKTHROUGH
- EXPERT
COMBAT TIPS
- MULTI-PLAYER
MASTERY

**RATCHET
& CLANK**

- ALL MISSIONS
CLEARED
- ALL GOODIES
UNLOCKED

TEKKEN
4

- ADVANCED
TECHNIQUES
MASTERED!
- BECOME THE
WORLD'S TOP
JUGGLER!

**WWE
SMACKDOWN!**
SHUT YOUR MOUTH

GET A HEAD START ON THIS TOP
GRAPPLER! QUICKSTART TIPS INSIDE...

THE **HOTTEST** FROM THE
ADVANCE UK'S TOP
GAMES!!!

OVER **2000** TOP
PS2 CHEATS! THE
UK'S #1 TIPS LIST!

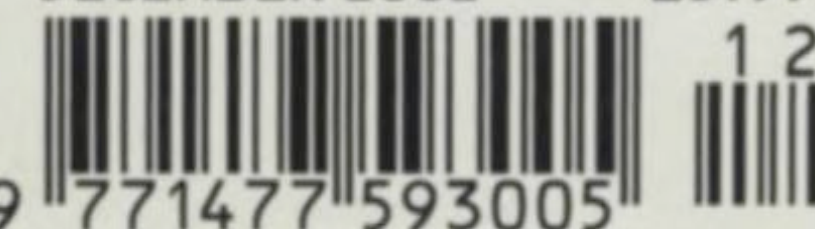
132 PAGES
OF SOLID
TIPPAGE!

ISSUE #5



DECEMBER 2002

£3.99



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PlayStation 2



It's time to look at rally driving in a different way. The sort of way that gives you the world's 21 best drivers, 7 teams, more than 100 stages all over the world, snow, dust, gravel, rain, mud, speed, heat, thrills, crashes, blowouts, burnouts, sweat, adrenalin and champagne. It's not always pretty. It's not always even the right way up. But it's the way it is.

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THE UNPREDICTABLE PLACE THE EXHILARATION PLACE THE THIRD PLACE

PlayStation 2



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*Other lifestyles pale
in comparison.*

Even rock stars can only dream about the glamour,
excess and adrenaline of Formula One. Pinpoint precision,
supersonic speeds, travelling the world. Winning.

THE PASSION PLACE THE ELATION PLACE THE POWER PLACE THE THIRD PLACE

PlayStation 2



TAKE THE FIFTH*

*The fifth amendment that is. Just as shift Americans can enter a courtroom and opt to say nothing in order to not incriminate themselves, so you, our readers, can keep schtum about using and abusing the filthy, low-down cheaters that we print within these pages each month. Keep it quiet!



WHO THE HELL ARE WE?



ANDY DYER

Like a bear, Andy is eating constantly with the onset of winter. Hibernation (and dismissal) beckons.



MATT CUNDY

What a handsome chap. It's just a shame that apart from his tackle he is, to all intents and purposes, a lady.



CRAIG PEARSON

Craig is genuinely into WWE. This lends him a slightly sinister, perverted and emotionally stunted air.



TOM MAYO

Tekken 4 guides he can do. He's also a dab hand at FPSs. What he can't do is... TURN UP TO WORK ON TIME!



STEPHEN CUNNINGSWORTH

Had tonsillitis this month. An illness that commonly takes two weeks to subside. For Steve? Two days! Go figure...

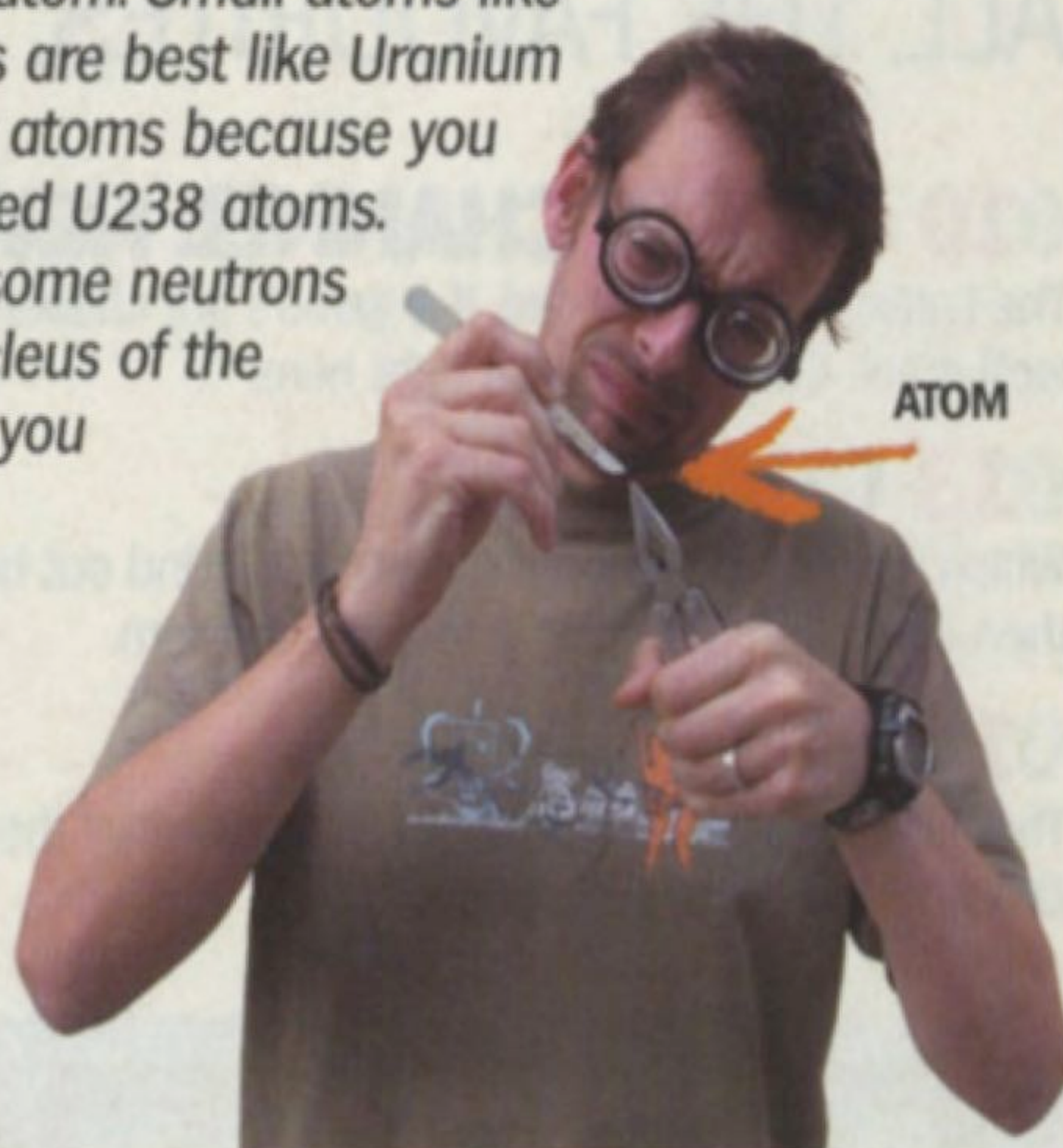


Got your copy of *Timesplitters 2* yet? Course you have. And now, wherever you are in the game, you can benefit from our COMPLETE guide. That's right, COMPLETE. We're the first mag to completely smash the game from start to finish. It's all right here. On another subject, we're not sure how you go about splitting time, but what about splitting the atom? We are a tips mag, and here are some tips on doing just that...

First of all it has to be the right atom. Small atoms like Oxygen are rubbish. Bigger ones are best like Uranium and Plutonium. Next weigh your atoms because you need U235. Discard any unwanted U238 atoms. Finally, you need to get hold of some neutrons and fire them directly at the nucleus of the atom to split it. Well... that's got you started. Happy splitting readers!

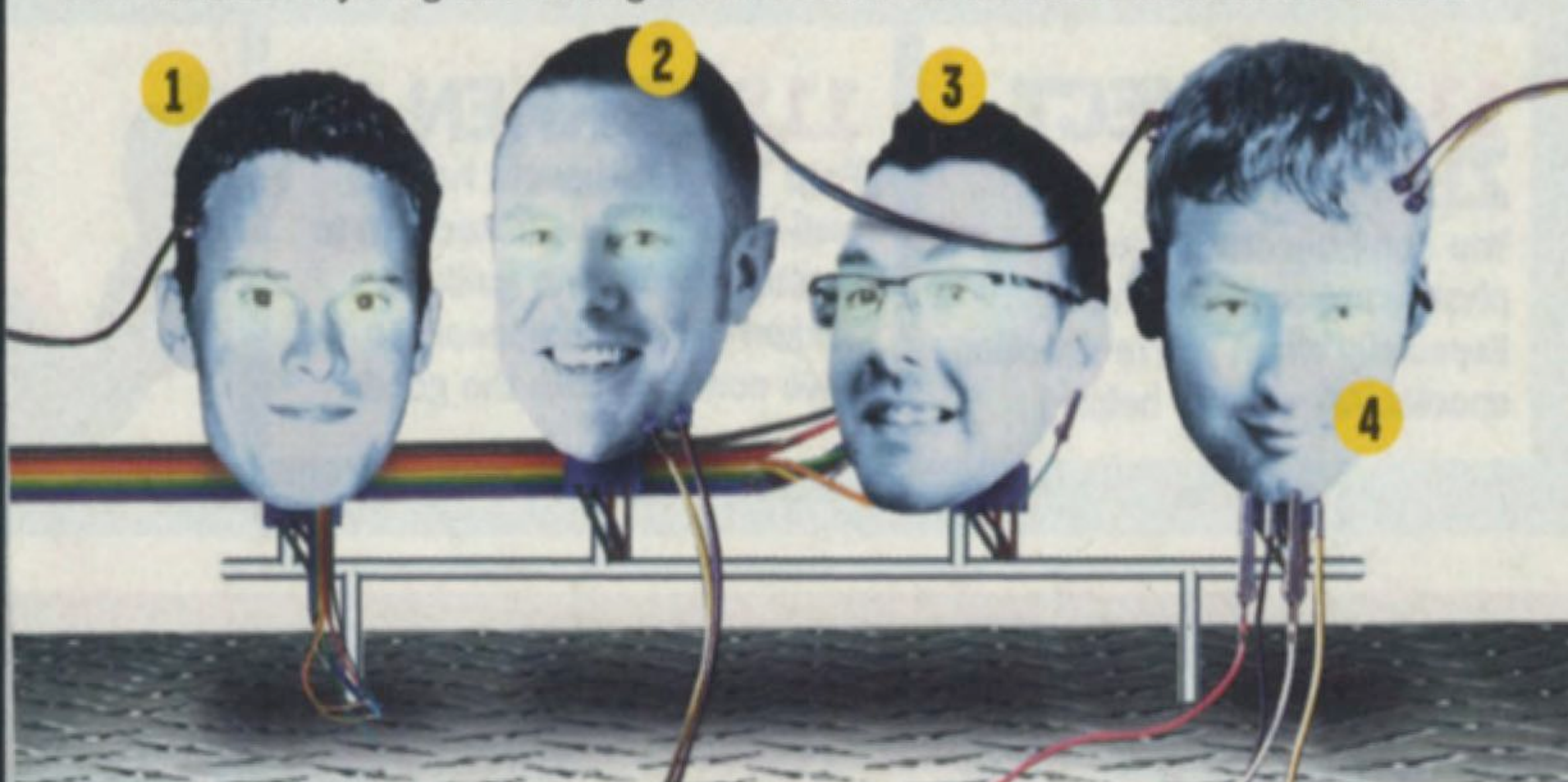
Andy Dyer

ANDY DYER
EDITOR



THE HORDE

Ever wondered why our guides are so good? It's because our writers are machines. MACHINES!!!



1 RYAN BUTT 2 JOHNNIE BRYANT 3 MARK WALBANK 4 DANNY CURLEY

WHAT SETS US APART?

WELL, WE DON'T TAKE LIFE TOO SERIOUSLY, BUT WHEN IT COMES TO PS2 GAMING, NOTHING COULD BE MORE IMPORTANT!

The thing is, even though this is our job, it's also our passion. We live, eat and breathe games and it's our aim to give you as much pleasure reading and using our magazine as we have putting it together each month.

It's vital to us that we come up with the best PS2 tips magazine each and every month, and to that end, we've come up with a couple of promises to our readers.

PROMISE #1

EVERY CHEAT TESTED!

Madness we know. But in our opinion, if you've spent good money on our magazine, the least we can do is make sure what we print works, so we test all our cheats. And even if by some freak computer error one of the cheats gets printed wrong, we still have our master list here in the office to correct it for you as soon as we can. If you happen to spot any gremlins, let us know and that way we can keep our listing the most accurate and up to date source of cheats available.

PROMISE #2

EVERY MAJOR RELEASE TIPPED!

Another tall order? Not really. Hard work it might be, but we consider it our duty to cover as many new PS2 releases as possible. If you've just bought a game we want you to know that you'll find something for it in our mag and we've taken a couple of important steps to make this happen.

- First off we've assembled the most experienced team of PS2 gamers known to man (or beast, if indeed beasts know about PS2 gaming). The bigger and better the team, the better the tips.

- Also we thought long and hard about what will make the best tips mag. We've spent months working out how best to serve your gaming needs. And the result is a whole series of guides which will take you from the day you buy your new game, through to completion and then beyond to total expertise.

TURN THE PAGE NOW!

NOW IS THE WINTER OF OUR DISCONTENT... LIKE ARSE IT IS! JUDGING BY THIS MONTH'S LINE-UP, THIS WINTER WILL ROCK!



IN #005

GAMES INDEX

**100s
OF GAMES
FEATURED
THIS ISSUE!**



WHAT'S GOING ON THIS MONTH...

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REGULAR STUFF...

ALL THE FAVOURITES. GET 'EM WHILE THEY'RE HOT

010 CHEAT CHANNEL NEWS

The Latest cheats revealed. If a game's got cheats in it, we'll crack them wide open right here.

013 CHARTS

Which games are flying off the shelves? Find out here, then check out the tips we've done on them.

014 SPY NEWS

The hottest gossip straight from the makers of the Official PlayStation 2 Magazine.

016 SUBSCRIBE

Save cash and get the mag delivered to your door.

024 TIPPETS

Expert advice on this month's releases.

028 OH, THE HORROR

The spooky history of survival horror games.

095 THE CHEAT LIST

Over 2000 cheats for hundreds of PS2 games.

REPLAY

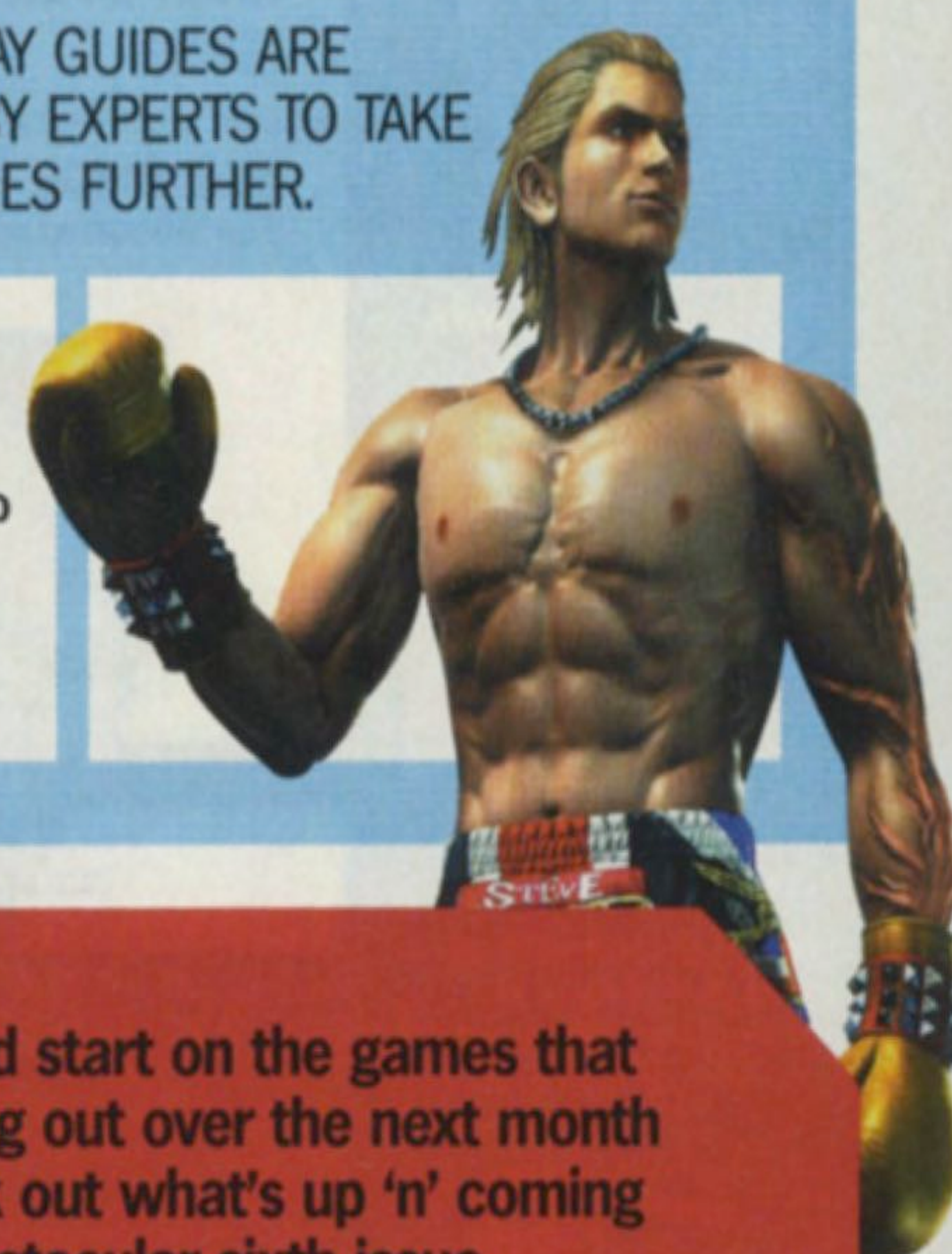
OUR REPLAY GUIDES ARE WRITTEN BY EXPERTS TO TAKE YOUR GAMES FURTHER.

114 PROJECT ZERO

You don't become a good photographer overnight. Especially when you're shooting spooks. Allow us to help.

118 TEKKEN 4

Poor Tom. He thought he was well-hard until we asked him to create the ultimate guide to Tekken 4. Still, he appears to have come up with the goods.



QUICKSTART GUIDES

Get a head start on the games that are coming out over the next month and check out what's up 'n' coming in our spectacular sixth issue.



126 LORD OF THE RINGS



127 WWE: SHUT YOUR MOUTH



128 RED FACTION 2



129 PRO EVO SOCCER 2

CHALLENGE OF THE MONTH

WE'RE THE EXPERTS! BUT IF YOU THINK YOU CAN BEAT US AT OUR OWN GAME, TRY OUR TIMESPLITTERS 2 CHALLENGE...



TURN THE PAGE TO PROVE YOUR WORTH

GET INVOLVED

THE BITS OF THE MAG WHERE YOU GET TO HAVE YOUR SAY, ASK US QUESTIONS AND TRY TO TAKE THE EXPERTS ON AT THEIR OWN GAME. SO GET STUCK IN...



018 ASK CHEATOR

Our Resident Tips Monkey stretches his simian grey matter to answer all your PS2 questions.



022 THE HAND

It's a bit gory and gross, but the Helping Hand is here to help. This month, you can feel the benefit of his expert digits.



034 GAME SWOT

Take our gaming exam and earn yourself a PS2 Degree. It's worth it you know!



WRITE TO US! OFFICIAL TIPS MAG, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW. EMAIL US OPT2@FUTURENET.CO.UK

THIS MONTH'S BIG GAMES!

THIS MONTH SEES AN AWESOME LINE-UP OF GAMES AND GUIDES!

038 TIME SPLITTERS 2

Anyone want half a solution to this game? NO YOU DON'T!!! That's why we've cracked the whole bastard thing. IN ONE MASSIVE GUIDE!!!

054 RATCHET & CLANK

A genius platformer deserves nothing less than a genius play guide. So we've done one for you.

066 DEVIL MAY CRY

Just bought this mental game on Platinum? Then you'll be needing our guide to see you through the madness.

076 HITMAN 2

Pete Waterman is a Hitman of sorts. But his hit-making brand of disposable pop won't help you in this game. Our tips will.

086 CONFLICT

It's a lonely life scoping out Iraqi missile launchers in the middle of a bone dry desert. Don't worry, we're here to make sure you get all the baddies and don't die a miserable death deprived of food and water.

038 TIMESPLITTERS 2



054 RATCHET & CLANK



066 DEVIL MAY CRY



076 HITMAN 2



086 CONFLICT





CHALLENGE OF THE MONTH

WE TAKE ONE OF THIS MONTH'S BIG GAMES, DO A MENTALLY DIFFICULT THING IN IT, THEN LAUGH DERISORILY AT YOU AS YOU ATTEMPT TO REPLICATE THE FEAT...



THIS MONTH

THE TIMESPLITTERS 2 "COMPLETE THE DAM WITH ONLY A PISTOL" CHALLENGE.



So, you think you're pretty sweet when it comes to TS2, do you? How well can you do with just a Pistol? That's right, all the main AND secondary objectives. No Machine Gun, no Sniper Rifle, no nothing. Just the Pistol and eight Mines. Those hoards of zombies just keep coming at you... Better get the headshot perfected to a tee, then. Keep running out of Pistol bullets? Prepare your fist for action. If a flaming mutant is running your way, you'll have to put him out with the Fire Extinguisher then chin him. Even those Mini-Guns on the roof, you can't take them out. Learn to dodge, or dance. It's a whole new game-plan with only a weasel of a tool and a fist to get you through...>>

HOW TO...

ENTER OUR CHALLENGE OF THE MONTH. GO ON, IT'S EASY!



1 Attach your PS2 lead to the PS2 and to the back of the video using either SCART if that's the type of lead you own...



2 ... Or composite leads. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.



3 Once you've played and recorded the challenge, write your details on the vide and post it to us with a covering letter...



4 And don't forget to send us a picture of yourself because from now on we'll be showing the winner. No photo, no entry. Good Luck!

STEP #1



■ Leg it into the buildings without being spotted and sset about taking everyone out from behind. Use your trusted headshot skills so know one's ever alerted to your presence.

STEP #2



■ You make your way into the base and start plugging all the guards. It's impossible to do it without alerting others, so you'll just have to take them all on with the Pistol.

STEP #3



■ Clear up the guards around the entrance to the base, no matter how far away they are. You're just gonna have to get good at aiming and quick!

STEP #4



■ After making your way into the base, keep heading down deeper into its depths, shooting everyone with single headshots.

STEP #5



■ When you reach the boiler room, you have to take out two guards with punches to the back of their heads. Sneaking around the boilers.

STEP #6



■ You'll have to enter the control room and flick the switch to open the caves with both roof mounted Mini-Guns in full operation.

STEP #7



■ The guard with the Shotgun must be taken out without using the remote control Mini-Gun, just the Pistol.

STEP #8



■ When the zombies attack in the laboratory, you have to kill all four of them with just your fists for company.

STEP #9



■ Entering the disk into the terminal must be done with both Mini-Guns still in tact – your bullets can't take them out!

STEP #10



■ The zombies must all be taken out with a single shot to the head. If you miss, you'll have to use your fists.

STEP #11



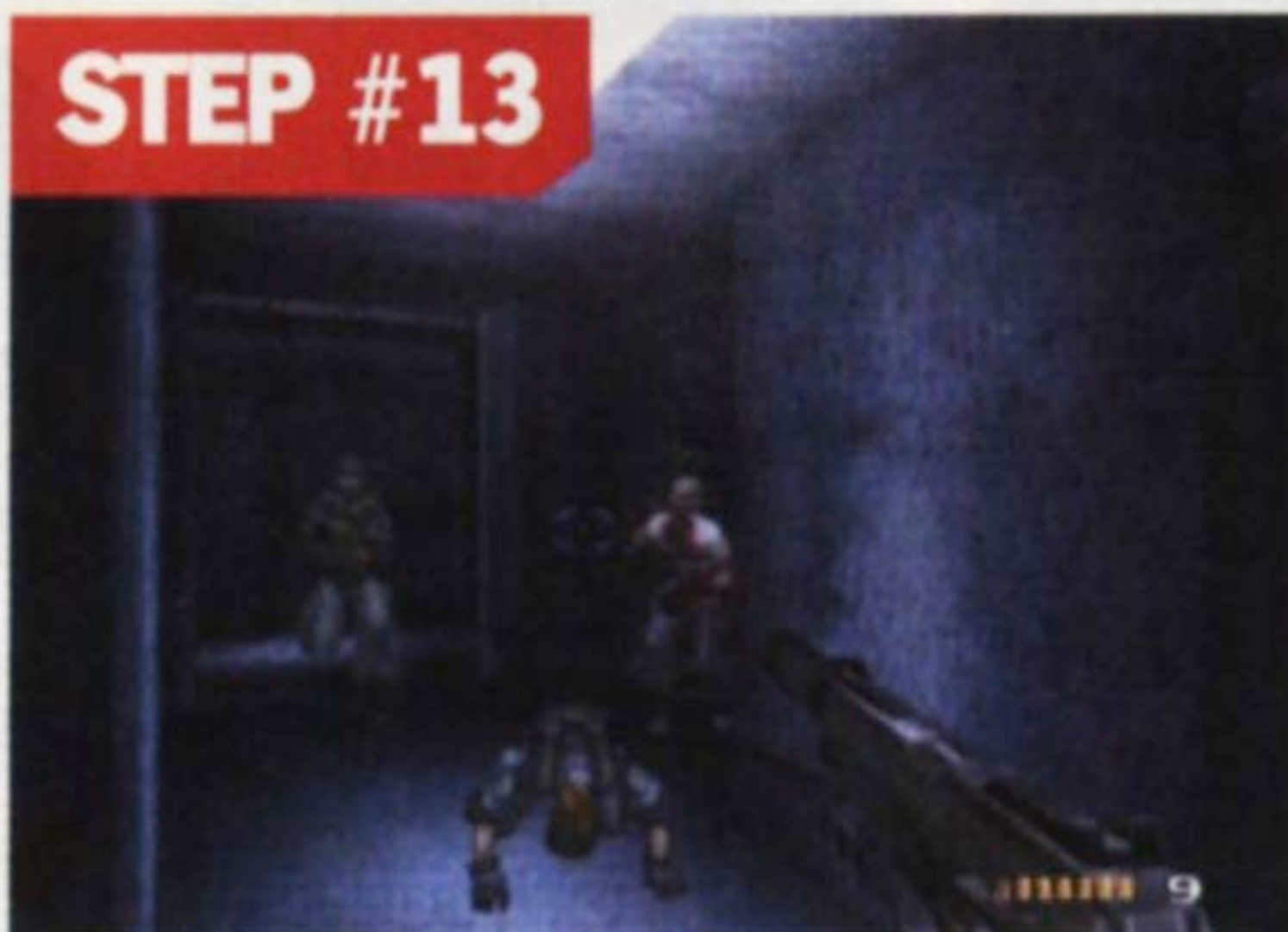
■ You can only use three Mines on the Bio-Hazard, if one of them misses, you've messed up, challenge over.

STEP #12



■ On your way out of the base, at least two special forces die at the hands of the mutants, and two mutants at the hands of special forces.

STEP #13



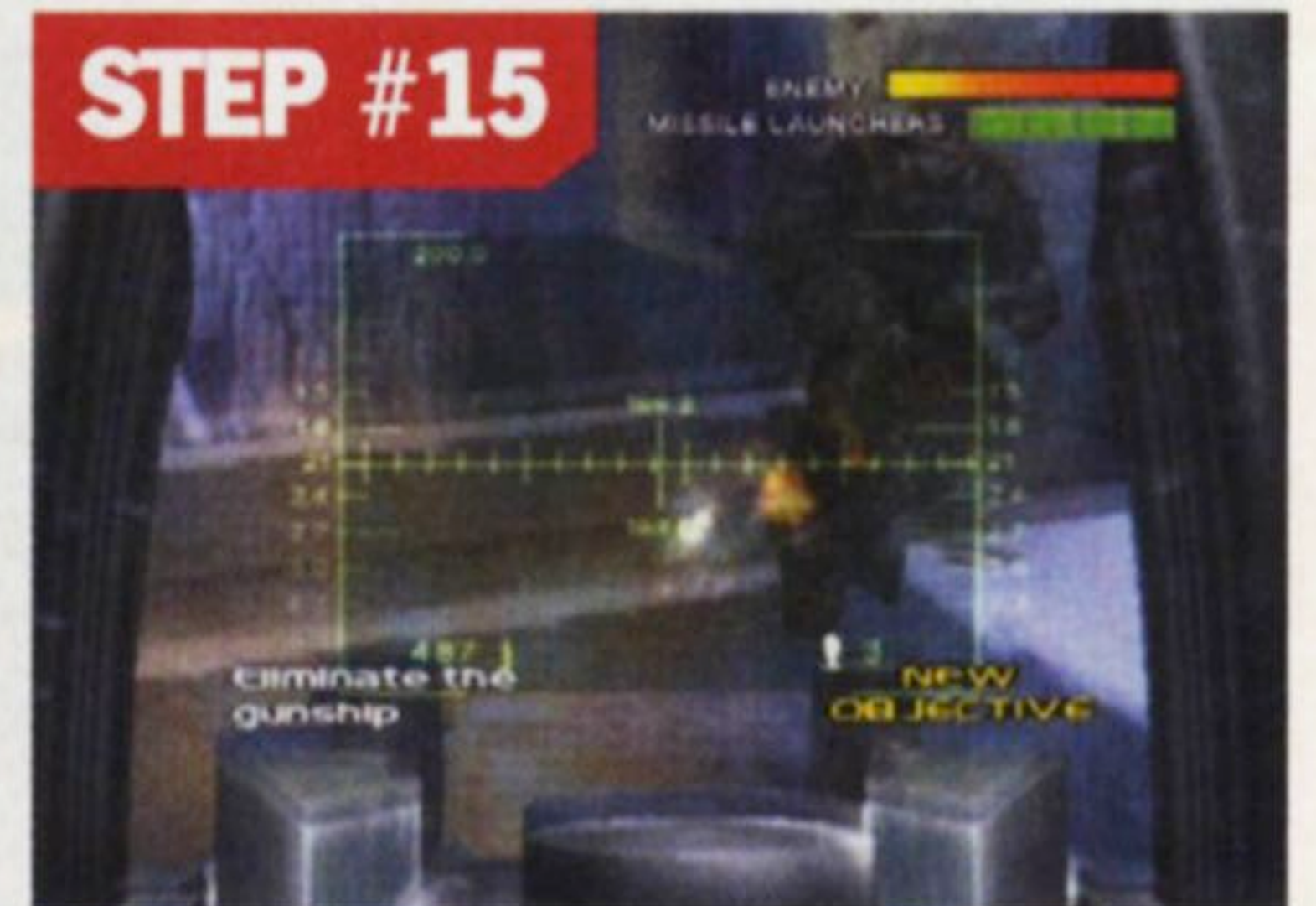
■ The battle on the way to the top of dam will be as hard as nails with very little Pistol Ammo at hand. Tough, you know the rules.

STEP #14



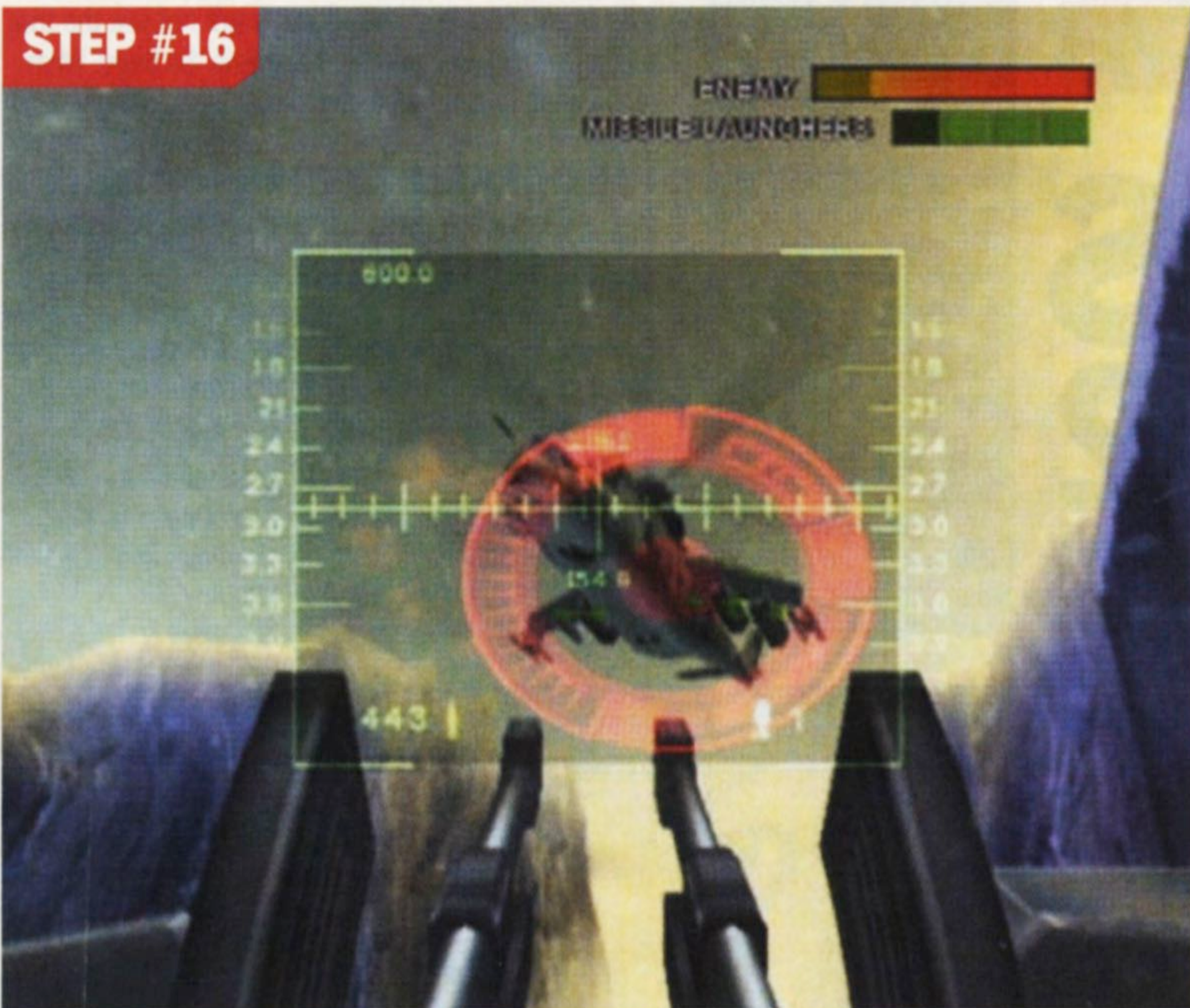
■ You've reached the turrets. You have permission to use this baby because you can't take the helicopter down with only your pistol.

STEP #15



■ With the highly powerful and erratic Gatling Gun, you must get one of the approaching special forces dancing with a precise leg shot.

STEP #16



■ This floating purveyor of death needs to be turned into scrap metal and it looks like you are the geezer who's got to do the deed. Get the metallic beast centred in your sights before letting rip with a searing tirade of heavy metal.

STEP #17



■ After the chopper's gone, before escaping via the Portal, you must kill the last special forces soldier with punches alone. This is bloody hard seeing as you've probably got hardly any energy left. Can you do all this? Can you match our challenge?

IT'S YOUR TURN!

AND SO THE PRIZE-WINNING BEGINS. OUR FIRST GIVEAWAY (OF THREE FANTASTIC EA GAMES) GOES TO CHRISTIAN JACOBS FOR HIS MOH FRONTLINE CHALLENGE. AN HONORABLE MENTION ALSO GOES TO LEE COSTANZA FOR HIS BRAVE ATTEMPT. AS FOR THE REST OF YOU. GET PLAYING..

SEND ALL ENTRIES TO CHALLENGE OF THE MONTH, OFFICIAL TIPS, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW. EMAIL: OPT2@FUTURENET.CO.UK





CHEAT • CHANNEL • NEWS



- TIGER WOODS
- PROJECT ZERO
- STUNTMAN
- STREET HOOPS
- V-RALLY 3
- KELLY SLATER
- BLADE II
- SCOOPY DOO
- SUPER TRUCKS



Furtive glance: The Tigster looks on with a worried frown as his ultra-fit Swedish bird chats to a hunky caddie...

GRRRRRRRR

TIGER WOODS PGA TOUR 2002

Roar down those fairways with these hard-hitting codes!

Seeing as Tiger's latest is still doing rather well in the sales charts, we thought we'd give you another chance to marvel at the multitude of cheats it offers. The following codes must be entered on the 'Passwords' Screen in the Options Menu and will give you instant access to all courses and the golfers you would otherwise have to win by playing through the Tiger Challenge Mode.

Unlock everything ALLORNOTHIN
All courses GIVEITUP
Super Tiger Woods 2TREPUS01S

Brad Faxon ENOXAF14D
Cedric Andrews TSWERDNA120
Colin Montgomery EYTNOM09E
Erika Von Severin RVESNOV08G
Jasper Parnevik OKIVENRAP02U
Jim Furyk OKYRUF05R
Justin Leonard RDRANOAE
Kellie Newman SNAMWEN172
Lee Janzen INEZNAJ11W
L'Mo P2UTAVAAT15S
Melvin Tanigawa WAWAGINAT07I
Moa Ta'a Vatu O1UTAVAAT06T
Notah Begay III DYAGEB04E
Stuart Appleby UYBELPPA160
Solita Lopez GZEPOL10R
Vijay Singh SHGNIS03P

TIGER'S GOLDEN CLUBS

By playing through the Tiger Challenge Mode and defeating Super Tiger Woods on his own 'Dream 18' course on the last level, you'll be awarded Tiger's Gold Clubs which will enable you to max out your character's stats to 105 in each category. This will make completing all the tournaments and challenges infinitely easier, but you'll need to have earned approximately \$13,000,000 to be able to afford maximum everything! No mean feat!

STUNT CHEATS WORK!!!

STUNTMAN

Scene-stealing cheats that work! Brassed off that those cheats you may have been dealt previously just, well, don't work? Worry not because these babies are guaranteed to work on the PAL code you're playing! Simply enter them as case-sensitive driver's names.



Unlock everything
BInDErS

All toys
Turnips

All trailers
BonNeTT

All cars
Sez4Jnr

THINGS THAT GO BUMP...

PROJECT ZERO

Secrets that you can now snap to your heart's content!

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Difficulty setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Nightmare
Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any



Wide-eyed: Miku's been scared shitless so many times she can't blink anymore!

BEAT THESE

OUR EXPERTS ARE ON FIRE THIS MONTH. SEE IF YOU CAN BEAT THEM. FAT CHANCE!

GAME: HITMAN 2 :: SCORE: CAN YOU SLAUGHTER THE ENTIRE POPULATION OF THE

SLAM DUNKIN'

STREET HOOPS

The complete rim-rockin' code collection!

Sure, basketball is mildly enjoyable. All those fancy moves and showboating, safe in the knowledge that your opponent gets penalised if you run into him! But wouldn't it be more entertaining if your players were decked out like Elvis? Or Santa? Or a bitch-slappin' pimp?

Simply enter any of the following codes on the Cheats Screen for wacky effects and instant make-overs.

Block party	⬆, ⬇, ⬅, ⬈
Power game	⬆, ⬇, ⬅, ⬈
Fast clock	⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇
Perfect field goals	⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇, ⬇
Shot release text	⬆, ⬆, ⬆, ⬆, ⬇, ⬇, ⬇, ⬇
Brick City uniforms	⬆, ⬆, ⬆, ⬆, ⬇, ⬇, ⬇, ⬇
Clown uniforms	⬇, ⬆, ⬇, ⬇
Cowboy uniforms	⬇, ⬆, ⬆, ⬆
Elvis uniforms	⬆, ⬆, ⬆, ⬆
Kung Fu uniforms	⬇, ⬇, ⬇, ⬆
Pimp uniforms	⬆, ⬇, ⬇, ⬆
Santa uniforms	⬆, ⬆, ⬆, ⬆
Tuxedo uniforms	⬆, ⬆, ⬇, ⬇
Black ball	⬆, ⬆, ⬇, ⬆
ABA ball	⬇, ⬆, ⬇, ⬆
Normal ball	⬆, ⬇, ⬇, ⬆

THE BIG, BAD TABLE OF SECRETS!

Cheating will only get you so far and beyond that there's a size 15 Reebok full of dunkin' delights to uncover. But to unlock them, you'll have to first master the following...

Play as Dennis Rodman

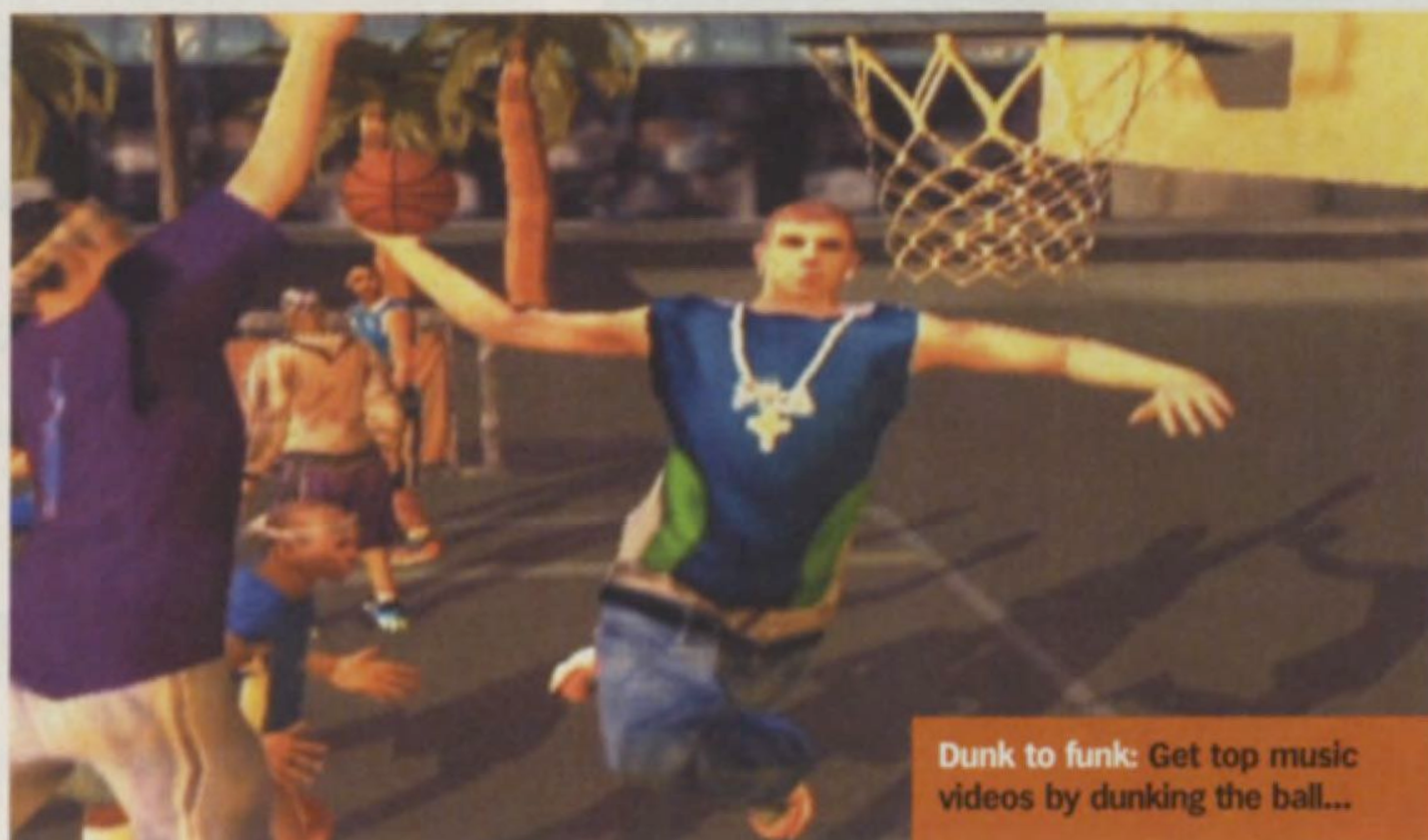
Play on Balla, and get ten or more rebounds.

Play as Half Man Half Amazing

When playing World Tournament Mode, you will play the Urban Hitmen. Defeat them with at least \$10,000.

Play as Lil' Romeo and Master P

Go to the Foot Action store and buy several thousand dollars worth of P. Miller clothes. Buy the most expensive pants, sweater, hat,



Dunk to funk: Get top music videos by dunking the ball...

glasses and trainers for the five man squad. Once you have spent enough money they will appear outside the store.

Play as Silk The Shocker

Win the Lord Of The Court in Shakespeare Park.

Play as Xzibit

Finish the Lord Of The Court challenge under any difficulty setting.

Play as DMX and Ludaicris

Win Lord Of The Court at all courts.

Play as B Real, Muggs, Bobo and the London Knights team

Win the World Tournament twice.

Play as Cypress Hill, DJ Muggz, and BoBo

Win the World Tournament under the

Greatest Of All Time difficulty setting.

Play as AO, Booger, Half Man Half

Amazing, Headache, Hot Sauce, Speedy,

The Future, The Main Event

Before you start playing, you are able to choose which Professional Street Baller you want to use. After that, you use your team and go from city to city. The team and player you choose may randomize the ballers. Continue playing and unlock a new baller in each city. You should have them all unlocked at the third to last court on your first run.

Athens Minotaurs team

Win the World Tournament three times.

Kinshasha Warriors team

Win the World Tournament four times.

London Knights team

Win the World Tournament two times.

San Juan Coquis team

Win the World Tournament.

Volume 3 Mix Tape

Win the Lord Of The Court at the Dome.

Volume 4 Mix Tape

Win the Lord Of The Court at the Rucker.

Volume 5 Mix Tape

Win Lord Of The Court at West 4th Cage.

Cypress Hill music video

Successfully complete the game three or four times, depending on the difficulty setting.

Masta P music video

Successfully complete the game three or four times, depending on the difficulty setting.

Xzibit music video

Successfully complete the game three or four times, depending on the difficulty setting.

Alternate clothing colors

When buying clothes, press ↑ or ↓ to change the colour of all your clothing.

'FLY' MOVES

Listen, you won't be gettin' jiggy wit that tasty sort in the front row if you ain't got da moves. Learn these crowd pleasers and demolish your dizzy foes with ease!

Fake Right

Fake Left

Whoow

Shamgod

Around The World

Maja Look

↑, ↓, →

↑, ↓, ←

⬆, ←, →, ⬇

⬆, ⬆, ↑, ⬇

⬆, ⬆, ↓, ⊗

Hold ⬆ + ⬆ and press ⬇

STREET CHEAT!

In which we apply the methodology of cheating to everyday, real world situations.

05 PLAY AS...



STEP 1 FOOTY HOOLIGAN

Craig's casual kickabout goes horribly wrong when he puts his ball through this window. How on earth is he going to get out of this one?



STEP 2 QUICK THINKING

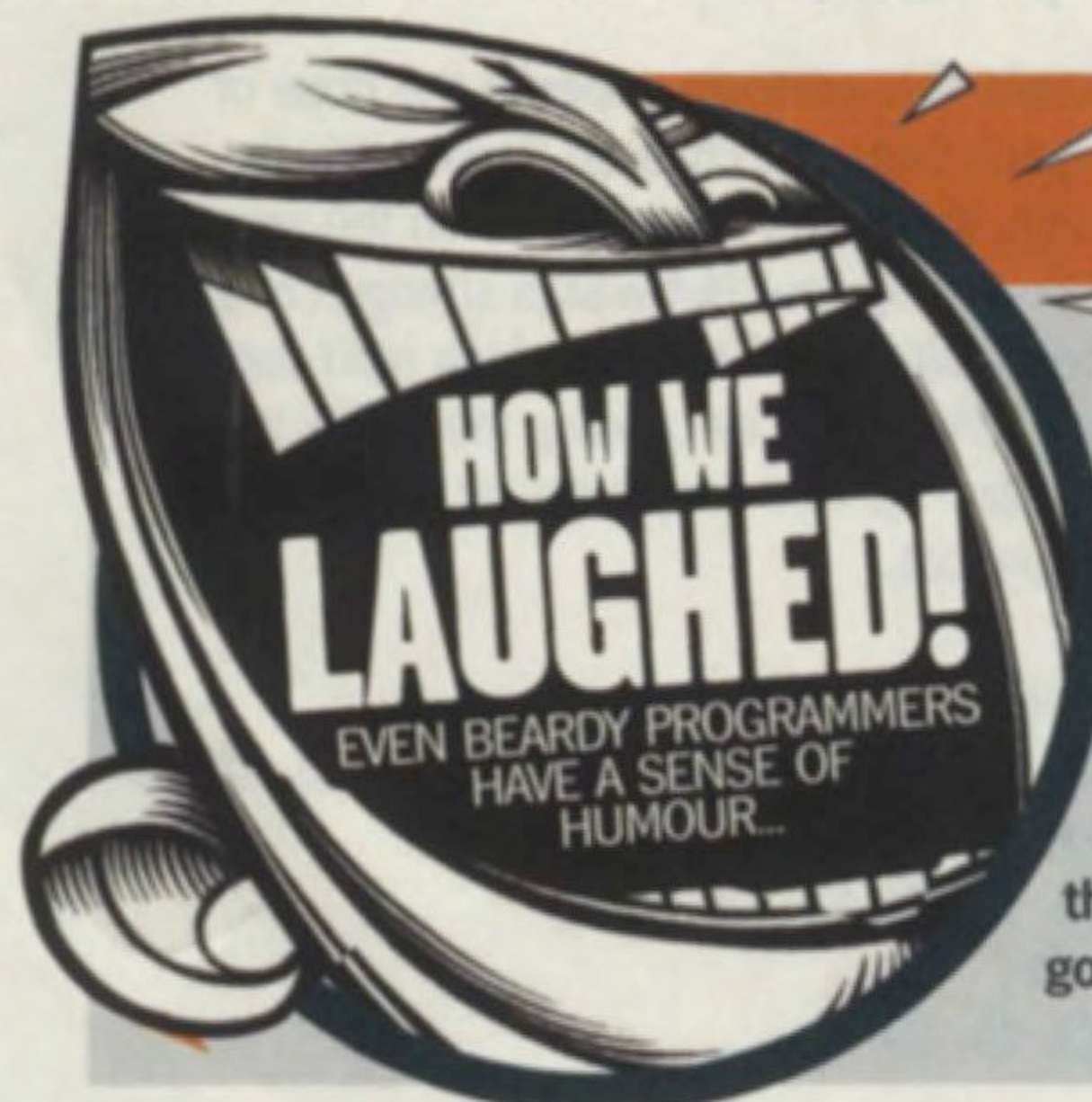
Quick as a flash, Craig whips out his trusty PS2 controller and proceeds to enter the trusty "Play as..." cheat. But who exactly will he "Play as..."?



STEP 3 PLAY AS... MATT

Ha haa! Clever lad. He's changed himself into Matt. No doubt angry man Dyer will call Matt's Mum, thus deflecting blame from Craig.

NEXT MONTH...
ANOTHER REAL LIFE SITUATION IN WHICH TIPPAGE CAN BE A LIFE (OR TIME) SAVER!



V-RALLY 3

Aha! Just when we were beginning to think that V-Rally 3 was just a stuffy old rally sim devoid of any quirky features, we stumbled across these piss-taking cheats to make the whole game, well, a lot more enjoyable. Simply enter the following codes as driver names with the number part as the first name and the letter part as the surname. It's all good clean fun!



Floating cars
Small cars
Squishy cars

210741974 MARTY
01041977 BIGJIM
25121975 PILOU



CHEAT • CHANNEL • NEWS

Shit surfing: Kelly Slater expertly zips around a huge floater before cutting inside a floating turd..



HIGH FIVE AND HANG TEN

KELLY SLATER'S PRO SURFER

Wave those wipe-outs goodbye!

Surfing – not as easy as skateboarding is it? All those hungry sharks, soiled tampons and bobbing turds to contend with. Still, with this treasure trove of cheats, you need never swallow sewage again!

To enter any of the following codes, select the Extras Option, then go to Cheats and bang in the number codes on the mobile phone keypad. If the cheat has worked an 'Unlocked!' message will appear.

Unlock everything	7145558092
All surfers	9495556799
Level select	3285554497
All boards	6195554141
All suits	7025552918
All tricks	6265556043
Maximum stats	2125551776
Higher jumps	2175550217
Perfect balance	2135555721
First-person view*	8775553825
Play as Tony Hawk	3235559787
Play as Freak	3105556217
Play as Travis Pastrana	8005556292
Play as Rainbow	8185555555
Play as Tiki God	8885554506
Trippy graphics	8185551447

* Pause the game and choose the 'Camera Settings' option to change the view. Do this or you'll get very frustrated indeed!

SPECIAL MOVES

Of course, being glued to your board with the perfect balance cheat is pointless if you don't know what shapes to throw to wow the judges. So here's the complete list of specials!

Air Walk	←, ←, Carve (in the air)
Alley-oop	↓, ↓, Carve (in the air)
Back Flip	↑, ↓, Carve (in the air)
Blown Out	↑, ↑, Slide (in the air)
Caveman	↓, ↑, Slide
Cheater's five	↑, ↑, Grab
Coffin	↓, ↓, Slide
Cross Air	↑, ↓, Grab (in the air)
Cruiser	↑, ↓, Grab
Darkslide	↑, ↓, Slide
Front flip	↓, ↑, Carve (in the air)
Hang Ten	↑, ↑, Slide
Helicopter	→, →, Carve (in the air)
JC Air	←, →, Grab (in the air)
Lawndart	↑, ↓, Slide
Left Flip	→, ←, Carve (in the air)
Manual	↑, ↑, Carve
Monkeyman	↓, ↓, Grab (in the air)
Nac Nac	←, ←, Grab (in the air)
Right Flip	←, →, Carve (in the air)
Rodeo Clown	↑, ↑, Carve (in the air)
Shove It Ollie	↑, ↓, Carve
Sunchild	↓, ↑, Grab (in the air)

VAMPED-UP

BLADE 2

Sucking the life out of the game!

No sooner has the 'daywalking' vampire vanquisher appeared on our shelves for his second (after the dismal first game on PSone) adventure, than these bite-sized codes came out of the crypt to drain the game of its challenge. Not that there was much in the first place, mind!

MAIN MENU CHEATS

The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select (Hold **□** and press) ↓, ↑, ←, ←, ○, →, ↓, ○
All weapons (Hold **□** and press) ○, ○, ↓, ←, ○, ○, ○
Daywalker difficulty (Hold **□** and press) ←, ○, ↑, ↓, ○, ○, ○

IN-GAME CHEATS

The following codes must be entered during an actual game. Simply pause the action, input them and a message should appear on screen to confirm that they've worked.

Unlimited health (Hold **□** and press) ○, ○, ○, ○, ○, ○, ○, ○
Unlimited rage (Hold **□** and press) ←, ↓, ←, ↓, →, ↑, →, ↑
Unlimited ammo (Hold **□** and press) ←, ○, →, ○, ↑, ○, ↓, ○
Escorted NPCs are invincible (Hold **□** and press) ○, ○, ○, ○, ○, ○, ○, ○

TRUCKIN' ALL OVER THE WORLD

SUPER TRUCKS

Just when you thought you could park up your rig, loosen your flies and tuck into a roadside café fry-up of Buster Bloodvessel proportions (whatever that means), along comes these extra competitions that require your immediate participation...

Unlock Continental Challenge

Get first, second, or third place in the Rookie Open.

Unlock Thunder Cup

Get first, second, or third place in the Continental Challenge.

Unlock Super Trucks Championship

Get first, second, or third place in the Thunder Cup.

Unlock Harri Luost Arinen Grand Prix

Get first, second, or third place in the Super Trucks Championship.



Scaredy cats: Those nasty ghouls are after Scooby and Shaggy's 'herbal' cigarettes

MIDNIGHT SNACKS

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Poop-scoopin' pearls of pure pleasure!

If you bought this cartoon caper in the hope of seeing a quick flash of a digitised Sarah Michelle Geller's thigh, then you'll no doubt be on the verge of dunkin' it in acid by now. But wait, a smidgen of extra fun can be obtained with these barking mad codes!

Simply enter them by pausing the game, holding **□** + **□** + **□** + **□** and then pressing the following button sequences...

All power-ups
○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○, ○
All FMV sequences
○, ○, ○, ○, ○, ○, ○, ○, ○, ○
View credits
○, ○, ○, ○, ○, ○



01 • Cheats pg 010



02 • Guide pg 118



03 • Guide pg 086



04 • Not tipped

THE CHARTS

WHAT'S HOT? AND WHAT HAVE WE DONE ON IT? THOSE QUESTIONS ARE ANSWERED RIGHT HERE!

- | | | | | |
|----|----|-------------------------------------|-------------------|-------------------|
| 01 | NE | STUNTMAN | Infogrames | Reflections |
| 02 | NE | TEKKEN 4 | Namco | |
| 03 | NE | CONFLICT: DESERT STORM | Sci | Pumpkin Studios |
| 04 | 01 | THE THING | Konami | Computer Artworks |
| 05 | 03 | GRAND THEFT AUTO 3 | Rockstar | DMA Design |
| 06 | NE | MEDAL OF HONOR: FRONTLINE | EA | EALA |
| 07 | 04 | BLADE II | Activision | Mucky Foot |
| 08 | 02 | TOCA RACE DRIVER | Codemasters | |
| 09 | NE | SPIDER-MAN: THE MOVIE | Activision | Treyarch |
| 10 | NE | TUROK EVOLUTION | Acclaim | |
| 11 | 10 | FINAL FANTASY X | SCEE | Squaresoft |
| 12 | 07 | COMMANDOS 2: MEN OF COURAGE | Eidos Interactive | Pyro |
| 13 | NE | PRO EVOLUTION SOCCER | Konami | KCET |
| 14 | 19 | METAL GEAR SOLID 2: SONS OF LIBERTY | Konami | KCEJ |
| 15 | NE | GRAN TOURISMO: CONCEPT | SCEE | Polyphony |
| 16 | 05 | TIGER WOODS PGA TOUR 2002 | EA Sports | |
| 17 | 11 | V-RALLY 3 | Infogrames | Eden Studios |
| 18 | 09 | LMA MANAGER 2002 | Codemasters | |
| 19 | 12 | SCOOBY-DOO: NIGHT OF 100 FRIGHTS | THQ | Heavy Iron |
| 20 | 13 | MAX PAYNE | Rockstar | Remedy |



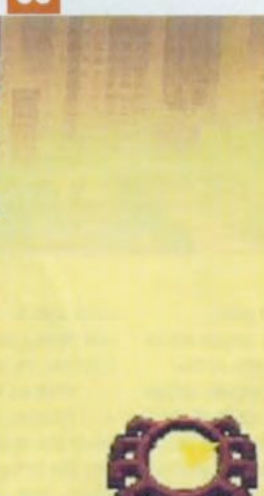
05 • Cheats pg 101
Advice pg 018



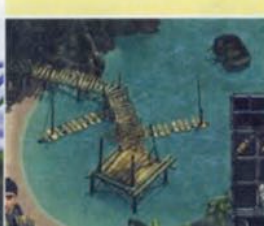
06 • Cheats pg 103



09 • Cheats pg 110



11 • Advice pg 018



12 • Not tipped



15 • Cheats pg 102



16 • Cheats pg 010 & 112



17 • Cheats pg 011 & 113



18 • Cheats pg 102



19 • Cheats pg 107



20 • Cheats pg 103

GAME: CONFLICT: DESERT STORM CHALLENGE: COMPLETE MISSION SIX USING NO MEDIKITS :: PAGE 06

FIRST WITH THE LATEST
NEWS EVERY MONTH

SAY

Thanks to our mates at the Official 2 mag, we can bring you the hottest non-tips news stories right here..



Silent death: A whole host of new death moves will give hardened players much joy

NINJA ASSAULT

TENCHU 3 WRATH OF HEAVEN

Activision's highly anticipated *Tenchu 3* promises some serious cold-ass killing



Misrepresented by pretty much every Western entertainment medium there is, ninjas are now notorious as katana-wielding killing machines, infamous for dishing out death like it was ice cream on a summer's day i.e. cold, but

Ninjas: All set to get yet more bad press. AIEEEE!



potentially messy. Promising to continue this somewhat over-zealous tradition is the upcoming *Tenchu 3: Wrath of Heaven*, the third instalment in Activision's popular ninja sneak 'n' slice 'em up series, which should deliver new forms of butchery and slaughter in abundance – enough to satisfy even the most avid of blood-shedders.

In addition to the usual sword techniquery for dicing and dispatching your foes, players will be able to choose from an entirely new array of deathblows; the most entertaining of which must be Rikimaru's ability to apparently gut himself like a sturgeon and then suddenly spring back to life and open a can of ninja flavoured whup-ass on any unsuspecting guard foolish enough to inspect the 'corpse'.

A truly cold and cunning coup de grace.

Comprising nine large levels, players will be able to follow multiple mission paths as they use their ninjitsu know-how to complete various objectives, amongst them espionage, theft and assassination. And while the single-player mode will undoubtedly be familiar territory for anyone who's experienced either of the previous *Tenchu* titles, the introduction of a Multiplayer Mode should satiate those anticipating an extra 'little something' from the series' first next-gen incarnation.

Five unique levels have been conjured specifically for the Multiplayer Mode, which itself will give the option of participating in either Co-operative or Deathmatch style Modes of gameplay.

In Co-op Mode players will be able to sneak and slay in perfect ninjitsu harmony, combining forces to deliver even more delectable death moves. Imagine, for example, the bond-building you can experience with pals as you leap together like a pair of greased

toads onto an unwary guard, snapping his neck and sticking him with a blade before jumping back into the shadows. Sweet.

While we know who our money would be on if Rikimaru and Dave Snake ever came to blows (the ninja man would kick Snake's ass and give him a decent hair cut), for now the stealth crown sits firmly upon Snake's mulleted bonce, but it'll certainly be refreshing to see a worthy challenge made to his long-standing reign.

■ *Tenchu 3: Wrath of Heaven* is scheduled for a Spring 2003 release

»The introduction of a Multiplayer Mode gives the series a welcome addition«



BEAT THESE

OUR EXPERTS ARE ON FIRE THIS MONTH. SEE IF YOU CAN BEAT THEM. FAT CHANCE!

GAME: TIMESPLITTERS 2

CHALLENGE: FINISH THE WINDOW BRICKING



Blood on the keyboard: Fans of the survival horror genre will be refreshed by Allyssa's approach

TICK TOCK

CLOCK TOWER 3

Oh look, it's shit-my-pants o'clock

Capcom announces the third instalment to its renowned survival horror series.

Just when you thought you'd got the nightmares under control, Capcom decide it'd be a good idea to develop another skids-ahoy survival horror game designed to keep us cowering with sweaty fear beneath the bedsheets. And judging by the latest screens of the game, *Clock Tower 3* is going all-out to further derange our twisted minds and scare the teeth from our gums (if that's possible).

Unsurprisingly, the game will be played from the genre's favoured third-person view as brave survival-horrorists take control of Allyssa –

»Allyssa must hide within the shadows and use items to defeat her demons»

a young girl who has the misfortune of being born into the family business of fighting malevolent forces of evil.

Hmmmm. Young girl? Forces of evil? It all sounds like familiar haunting ground, but unlike other chicksters of the fighting evil variety, poor Allyssa won't have a particular weapon with which to dispatch those damned forces. Instead, the press release explains that 'Allyssa must hide within the shadows and use various items' to defeat the demons she encounters, which would seem to allude to there being some elements of stealth incorporated alongside the normal fare of survival horror puzzles. And while this is purely speculative, if it were to be the case, *Clock Tower 3* could, like *Project Zero*, be another breath of fresh air for the genre.

■ *Clock Tower 3* is scheduled for a Winter 2002 release, but this somehow seems unlikely.

STAR CHILD

STARCRAFT: GHOST

When's a real-time strategy not a real-time strategy? When it's *StarCraft* on the PS2.

X After much success on the PC, Blizzard have announced that they are bringing the *StarCraft* franchise to the PS2. Blizzard are opting for a third-person, tactical-action game for Sony's console – a wise move considering the mere utterance of the words 'real-time strategy' can send most console gamers into a deep slumber (unless you're our Art Ed, Rich, of course, in which case you'll be slaverling like an adolescent who's stumbled across a giant stash of porno magazines).

Taking control of Nova, a highly trained female Ghost operative, players will embark on

a series of story-led missions set within the *StarCraft* universe. PC gamers will be familiar with some of the planets and locales featured, although new terrains and enemies are included.

While some may scoff at the lowbrow approach adopted for the console audience, *StarCraft: Ghost* promises to be more than just a mindless blast-fest. Players will have to execute intelligent tactical decisions while mastering an advanced arsenal weaponry. So some engagement of the brain is required.

■ *StarCraft: Ghost* is scheduled for a late 2003 release.

» INCOMING

Here's where we tell you what's coming out and when. Tell you what? You buy 'em, and we'll tip 'em!

November	Genre	Publisher
Auto Modellista	Racing sim	Capcom
Batman – Dark Tomorrow	Action/adventure	Kemco
Evolution Skateboarding	Extreme sports	Konami
FIFA Football 2003	Football sim	EA
Grand Theft Auto: Vice City	Driving/action	Take 2
Harry Potter And The Chamber Of Secrets	Action/adventure	EA
Haven: Call Of The King	Action/adventure	Midway
Indiana Jones And The Emperor	Action/adventure	LucasArts
Kingdom Hearts	Adventure	Square
Lara Croft Tomb Raider: Angel Of Darkness	Action/adventure	Eidos
LMA Manager 2003	Management sim	Codemasters
Pro Evolution Soccer 2	Football sim	Konami
Ratchet & Clank	Platformer	Sony
Rayman 3	Platformer	Ubi Soft
Red Faction II	FPS	THQ
Starsky & Hutch	Driving/action	Empire
Star Wars Bounty Hunter	Action/adventure	LucasArts
Star Wars: The Clone Wars	Action/adventure	LucasArts
Spyro: Enter the Dragonfly	Platformer	Vivendi
The Getaway	The Getaway	Sony
The Lord Of The Rings: The Two Towers	Action/adventure	EA
The Simpsons Skateboarding	Arcade skater	EA
The Sims	God sim	EA
Tony Hawk's Pro Skater 4	Extreme sports	Activision
World Rally Championship 2	Rally sim	Sony
Wreckless: The Yakuza Missions	Driving/action	Activision
WWE Smackdown! Shut Your Mouth	Wrestling sim	THQ
X-Men: Next Dimension	Beat-'em up	Activision

December	Genre	Publisher
Alpine Racer 3	Extreme sports	Namco
ATV: Quad Power Racing 2	Extreme Sports	Acclaim
Big Mutha Truckers	Driving/action	Empire
Dead To Rights	Action	Namco
Die Hard: Nakatomi Plaza	Action	Vivendi
Downhill Racer	Extreme sports	Namco
Falcone: Into The Maelstrom	FPS	Virgin
Formula One 2002	Racing sim	Sony
Glo Glo's Bizarre Adventure	Action/adventure	Capcom
Jurassic Park	Management sim	Vivendi
Mortal Kombat: Deadly Alliance	Beat 'em up	Midway
Pac-Man World 2	Platformer	Namco
Primal	Action/adventure	Sony
Rainbow Six: Rogue Spear	Action/strategy	Ubi Soft
Rygar	Action/adventure	Tecmo
Shaun Murray's Pro Wakeboarder	Extreme sports	Activision
Soul Calibur 2	Beat-'em up	Namco
The Great Escape	Action/adventure	SCI
Tiger Woods PGA Tour 2003	Golf sim	EA
Total Immersion Racing	Racing sim	Empire
Whirl Tour	Extreme sports/adventure	Crave

HUNGRY FOR MORE HOT NEWS?

Still not full to the brim with top news stories? In that case, for the full PlayStation 2 Story (and, of course, loads of playable demos) check out our sister publication *The Official UK PlayStation 2 Magazine*. The latest issue is on sale 1st November.

DON'T MISS OUT
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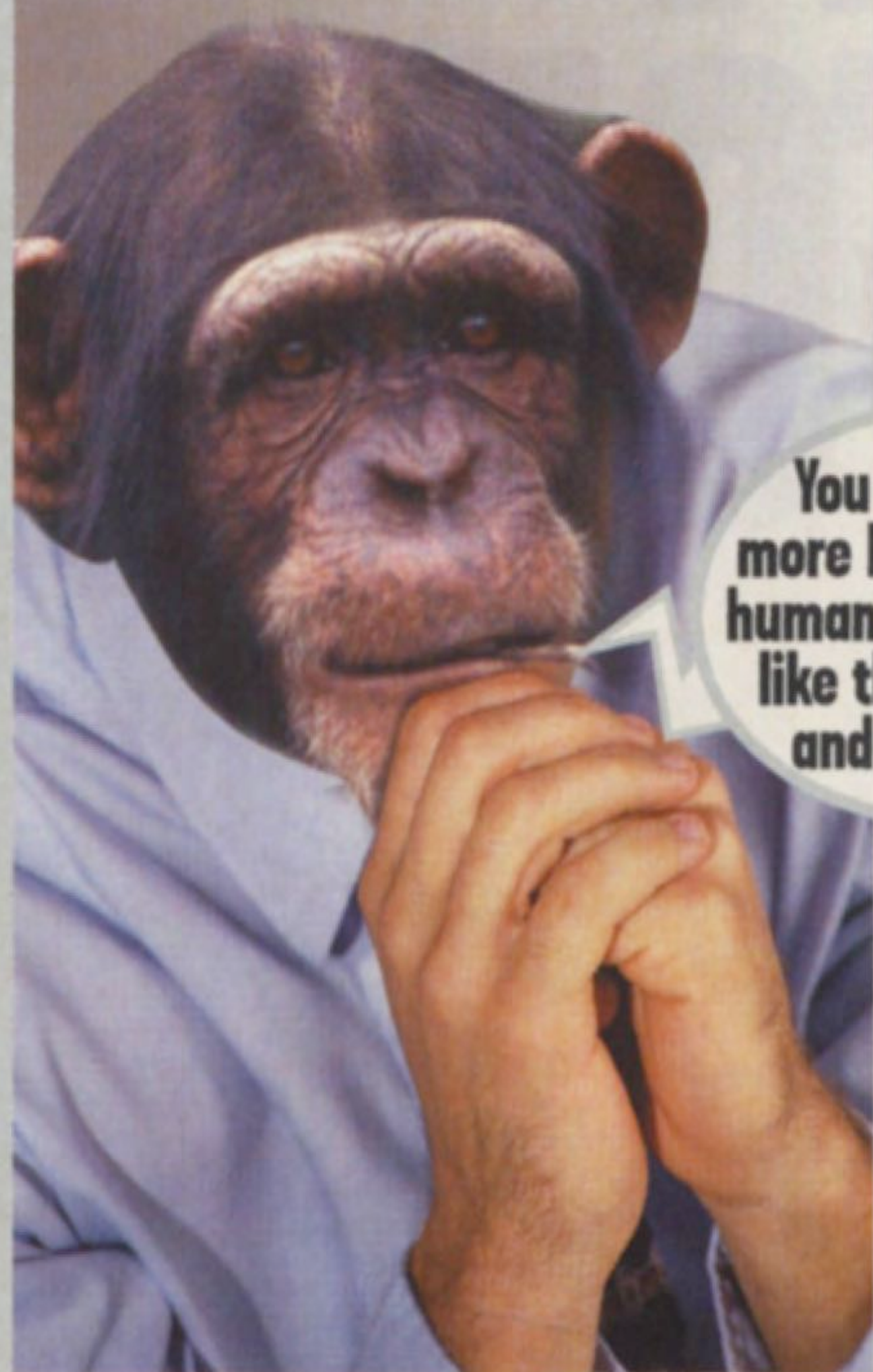
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ISSUES OF
THIS



ASK CHEATOR



You know, the more I learn about humans, the more I like them. Speak and be heard!

In which your PS2 questions (regarding tips or otherwise) get answered by our amazing all-knowing tips monkey.

NOTE: FOR SPECIFIC GAMING PROBLEMS, TALK TO 'THE HAND' (Pg 22), 'COS THE CHIMP AIN'T LISTENING...

READERS CHEATS

MADE IN THE HOLE

I know how to get a better weapon in *ICO*. When you get to the garden where the top of the waterfall is, hit the tree by the bottom of the steps with your sword to make a stone ball fall down. Pick up the ball and carry it up the steps and into the room you came from. Drop the ball and go to the middle arch that's between the two sets of steps. Push one side of the arch to open a secret room. Pick up the ball and go into the secret room. Get on the pedestal by the idol with Yorda and a basket will appear. Throw the ball into the basket and a mace will fly through the window. Pretty handy, eh?
■ ANTONIO VIA EMAIL



YU BEAUTY

I know an easy way to defeat Yu Yevon in *Final Fantasy X*. If you use the Zombie Attack on him and it hits, the next time it's your attack, use a Phoenix Down to kill him straight away.
■ DANIEL THOMPSON, LEEDS



E-MAIL ME: ASKCHEATOR@FUTURENET.CO.UK
MAIL ME: CHEATOR, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA2 8AW
FAX ME: 01225 732275

THE GREAT MISTAKE

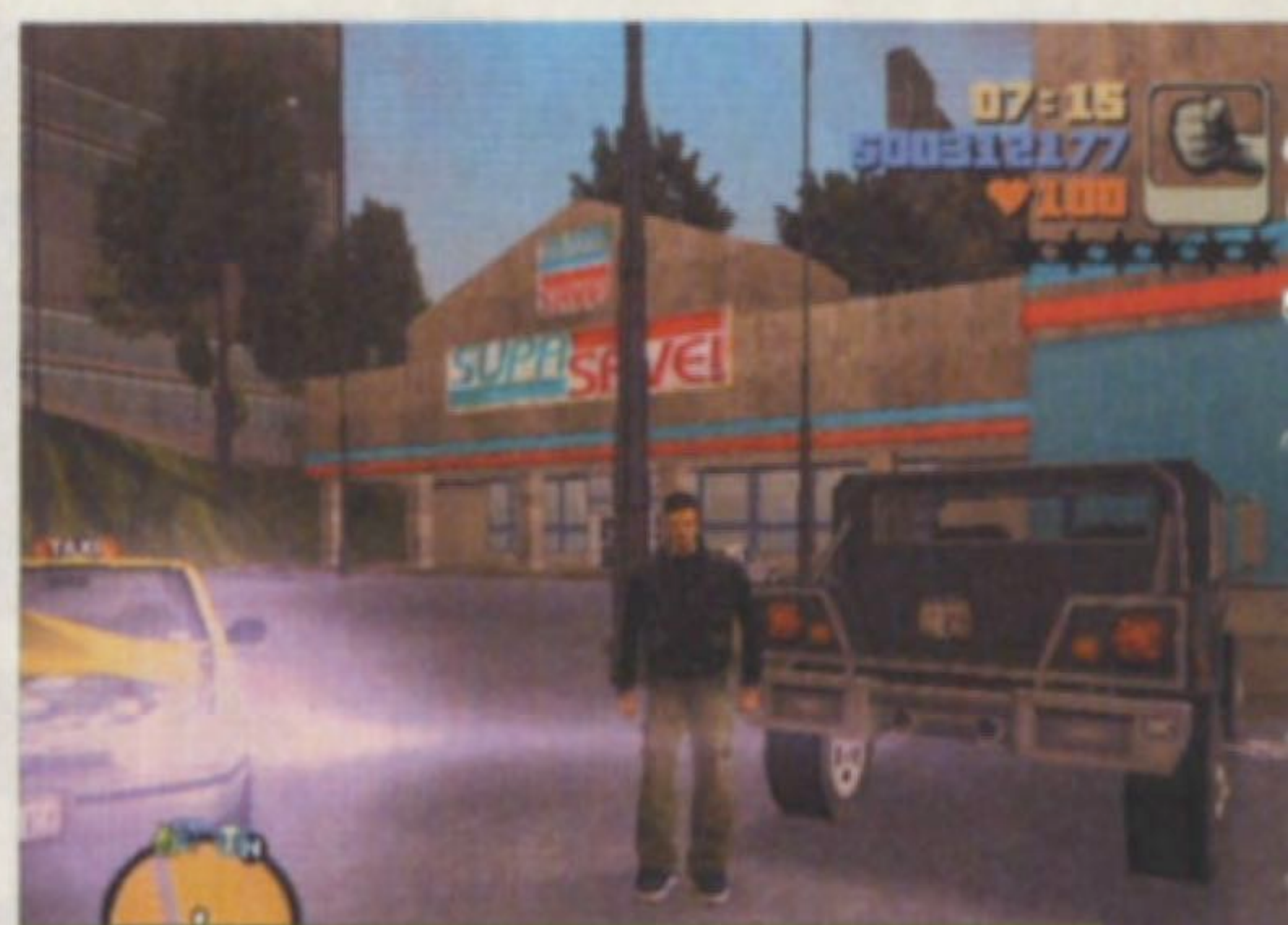
Please, please, please help me! In your September issue you gave away Cheat Cards and I need help with the *Pro Evolution Soccer* card. I've got all the teams (apart from Italy as you cannot get that one!!!), but I cannot get the Winners Cup. I've won every cup and every league (including the Master League), but to no avail. Does such a cup exist? Please help!!!!

'MARKY' MARK EMBLOW, LONDON

Let's clear this up once and for all. There is no Winners Cup to unlock, just as there are no Classic England or Classic Italy teams to unlock. To put it in the vernacular – we cocked it up. So, to you 'Marky' Mark Markster Markington Marksworth and indeed to all our readers that have tried and failed to unlock the unlockable, I



Unwinnable: Hoax, cruel joke or merely a mirage... We're not sure but the Winner's Cup doesn't exist



Keep looking: You're going to need a better car than these to be seriously bling bling

in completing games without the help of guides or cheats, but this is driving me absolutely mental – please, please help!!!

RICHARD SHORT, HEREFORD

There's nothing to be ashamed of, Richard – this is a puzzle worthy of much bamboozlement. However, after much ruminating I successfully managed to crack this tricky conundrum. The order the coins should be placed in the slots is: Old Man in slot



Hospital meltdown: NHS cutbacks plumb new depths after nurse is 'worked to death'

WARNING TO NON-APES

Human's can be a dimwitted lot. But one thing I cannot tolerate is inane correspondence. Writers of poor letters will be ridiculed. That is all...

raise my ladle of sincerity and pour apologies upon you.

HARD CHIMP

Is it possible to get the Armored Cheetah on the 'Bling Bling Scramble' mission in *GTA3*?

ANDY LIGHT, PLYMOUTH

Unfortunately, no. The best vehicles for the mission are something like the Infernus or Cheetah cars. Hope that helps.

SUFFER IN SILENCE

I've completed *Silent Hill 2* on all three difficulty settings and have started playing the game on the new harder puzzle setting. I thought that the puzzles couldn't get much tougher, but I'm really stuck on the coin puzzle (Room 105 in the Blue Creek Apartment Building). I can't suss out the riddle and it's totally doing my head in! I've always taken pride

LETTER OF THE MONTH

JUST FOR THE SNAKE OF IT?

Before I start moaning I'd just like to say that I love the magazine and I've got every issue so far. Now, here comes the rant...

How could Craig and Matt give *MGS2: Sons Of Liberty* such a slagging off [Forum, Issue 03]? I couldn't believe what I was reading – don't they know an absolutely killer game when they see one? Maybe they were just being controversial for the sake of it, or perhaps they didn't like it because the game requires the use of a brain, something which neither Craig or Matt seem to have judging by the fact that Craig would rather play *Tenchu* and Matt couldn't work out how to skip the cut-

scenes that he found so annoying! What a dufus!

If they really want to slag off games, why don't they slag off games that are actually crap? God knows there are plenty of them about!

MARK ALLINGTON, COVENTRY

I asked Craig and Matt whether



Stand tall: Snake remains a man mountain despite the jibes of two puny gamers

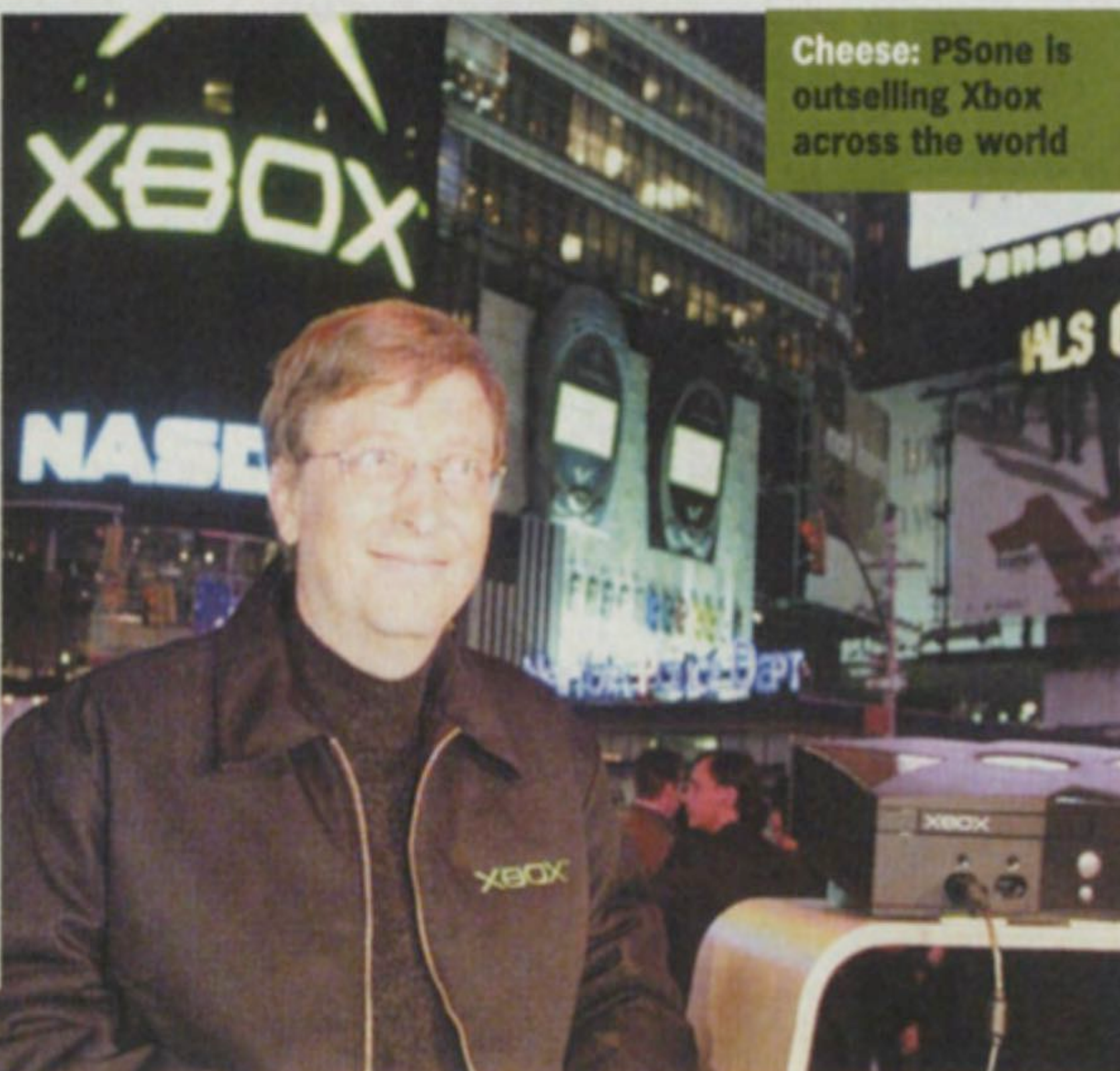
they wanted to defend their 'controversial' opinions, but after gesticulating in a manner strangely reminiscent of the Vigorous Banana Stroking Ceremony (a long-forgotten ritual once performed by the unruly proboscis monkeys of Borneo), they unanimously opted to decline.

Despite this being nothing more than a difference of opinion in which neither party can be definitively declared as 'right' or 'wrong', I must confess that following their utterly retarded display of reticence on the matter I agree with your assumption that both Craig and Matt are brainless dunderheads without an iota of intellect to share between them.





Bomb da bass: Take it nice and easy when playing with this bomb



Cheese: PSone is outselling Xbox across the world

one, Snake in slot three, Prisoner in slot four. Once you've got the answer, deciphering the riddle is much easier, so I'll leave you to figure it out.

FACTION MAN

I'm stuck on *Red Faction* and could really do with some help. I've just killed Masako and am trying to disarm a bomb, but I can't do it! Should I have picked up a disarm code from somewhere?

GLENN BRYNN, PORTSMOUTH

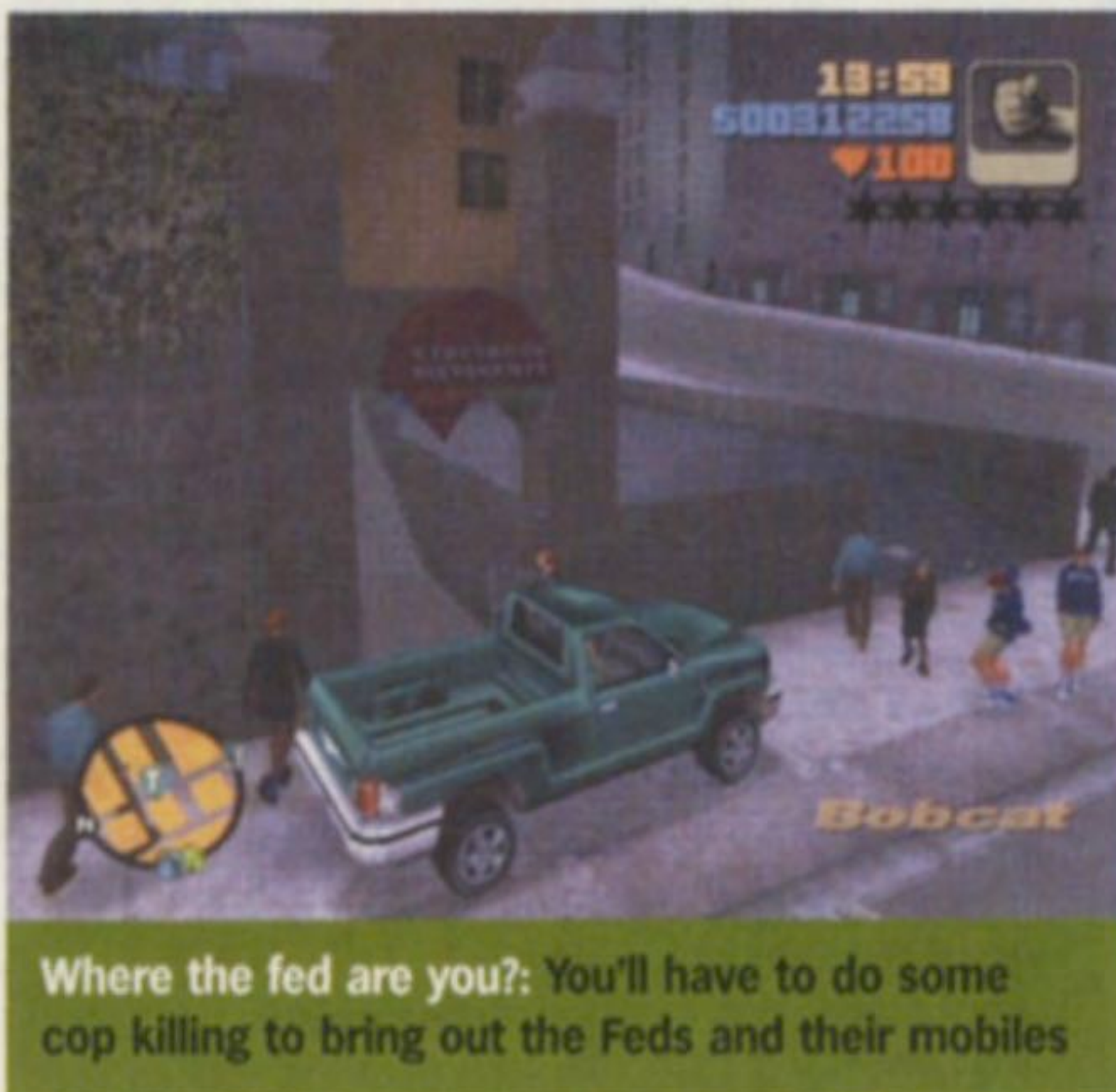
Well, Glenn, there's some good news and there's some bad news. The good news is you're nearly at the end of the game, so rejoice, be merry and dance around with gay abandon. The bad news, however, is that the code to disarm the bomb is random and changes every time you play the game, so I can't give you a code that will definitely work. To disarm the bomb you must correctly enter a sequence that comprises the $\otimes$, $\triangle$, $\odot$ and $\ominus$ buttons, first for a four digit code and then for a seven digit code. When you press the correct button it will appear on the screen and you'll progress to the next part of the sequence. Press the wrong button, however, and you'll have to start from the beginning of the sequence again – so make sure you make a note of the valid button presses as you go.

FB-WHY?

I can't find an FBI car in *GTA3*. How can I get one? I know you can get them because I've seen my friends driving them.

OLIVER RAMONE, BRIGHTON

You need to attain a wanted level of five before the FBI will come after you. The maximum wanted level you can achieve in Portland is four, so you won't see any Feds while you're there. However, the maximum wanted level increases to five in Staunton Island and six in



Where the fed are you?: You'll have to do some cop killing to bring out the Feds and their mobiles

READERS CHEATS

CHOOON!!!

You can get a hidden song in *Frequency* by pausing the game, pressing $\uparrow$, $\downarrow$, $\leftarrow$, $\rightarrow$, $\leftarrow$, going back to the game and completing the current song you're playing. If you then go to the Remixes Screen you'll find a new song called 'Elixia'.

■ D. PEARCE
VIA EMAIL



UNLOCK TAJIRI

To unlock Tajiri in *WWE Smackdown! Just Bring It!*, select anyone that doesn't hold a title and say to Vince that you don't want to form a tag team. Talk some trash on the mic and then say that you were messing. Then, go down the stairs on the left and into the door on the left before the vending machines and into Regal's office. Say that you don't want the Euro title match. Now you will be faced by someone you haven't come across before. Defeat Tajiri to unlock him for everyday wrestling use.

■ ALASTAIR MCKENZIE,
GLASGOW



Shoreside Vale, so that's where you have to go if you really want to get behind the wheel of a Fed-mobile. Once you've got the Feds to come after you, you still need to steal their vehicle, which isn't easy as each car carries four armed agents who take no... bananas.

GATES OF HELL?

Firstly – nice suit. Secondly, I heard that Bill Gates actually loses money with every Xbox sold! If this is true, it's the best reason yet to buy one – just to take money from his pocket! Maybe the logic doesn't quite work out, but who does he think he's kidding, taking on Sony, anyway? Just because he's loaded doesn't mean he knows anything about computer games.

I reckon the PS2 has years of life left in it and the Xbox is doomed to failure. Too many people own PS2s and can't afford a second console – even if they did, they'd probably buy a Gamecube! Get those big black ugly lumps out of shops now – they're just an embarrassment...

PHILLIP BAYES, STOCKPORT

It wasn't many moons ago that Nintendo stalwarts scoffed at Sony when they entered the video game market, condemning the little grey box with a tirade of smug mockery and dismissing the new console without a second thought. Traces of egg can still be found on faces today. And while your love for the PS2 is certainly admirable, Phillip, you should heed the harsh lesson learned by Nintendoids – don't underestimate the competition, no matter how loathsome and despicable they may be. That said, Xbox is pants, so that's that.

ANIMA MAGIC

I'm currently playing through *Final Fantasy X* and am really enjoying it. However, I need some help finding the Anima Aeon. I know I'm missing the Magus Sister Aeon as well, but don't tell me how to get it because I like to try myself before asking for help. Anyway, I need some help finding the Anima Aeon, so please help!

STEPHANIE, VIA EMAIL

I admire your noble approach to gaming, Stephanie. Anyway, I won't bore you with waffle as this short question requires a rather long answer...

Board the Airship (I'm assuming that you have it and if you don't you won't be able to get this Aeon), go to the 'Search' option and enter the following coordinates: X-Axis: 11-16, Y-Axis: 57-63. The Baaj Temple location should appear on the list. Before you

FAQs

FREQUENTLY ASKED QUESTIONS

I've left my bananas to ripen a little so I have just enough time to solve the problems troubling several of you.

SUBJECT: GRAND THEFT AUTO 3

QUESTION: WHAT'S THE DEAL WITH PICKING UP HOOKERS?

Besides the comedic value of picking up a 'woman of the streets', the act of financial fornication replenishes your health while simultaneously diminishing your wad (of cash). To pick up a prostitute, get behind the wheel of a civilian vehicle (i.e. not a police car, FBI car, taxi, fire truck or ambulance) and drive around until you find a lady touting her womanly wares. Pull up next to her so she is standing beside the driver's door and she'll talk to you for a few moments before getting into the car. Once she's in, you'll be spending money, so quickly drive to a nice quiet spot (like an alley or your hideout) and park up. You know that piggy is hiding in the straw house when the car starts rocking and your health begins to increase. When the maximum health level of 125 is reached, the recipient of your loin love will get out of the car. If you have absolutely no scruples whatsoever, you can then beat her up and steal back everything you spent. Well, not strictly everything you spent.

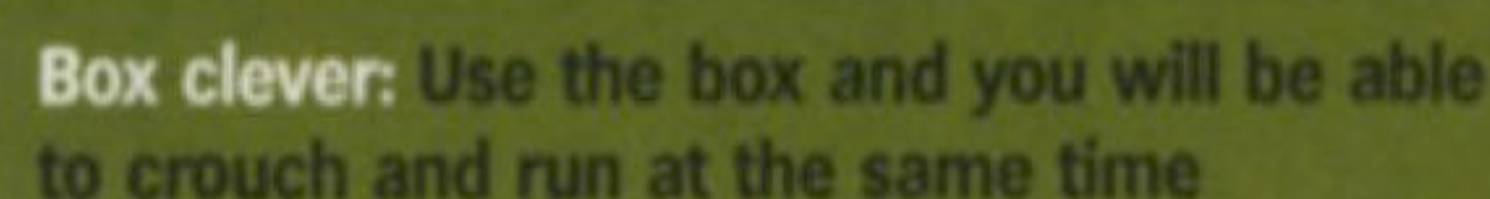
SUBJECT: STUNTMAN

I'VE TRIED AND TRIED TO GET THE STUNTMAN CHEATS TO WORK, BUT WITH NO SUCCESS. WHAT'S THE DEAL CHEATOR?

If you're trying to use the cheats that we first printed in our CCN section in Issue 3, give up now because they don't work (at least not with the PAL (UK) version of the game). However, if you're using the fully confirmed, tried and tested by my own fair hairy hand, cheats printed in our CCN section in Issue four and you still can't get them to work, you might want to try again after reading the following points:

1. Firstly, make sure you're entering the correct cheats. They are:
BiNdErS (all driving games, cars and toys)
Turnips (all toys)
BonNeTT (all trailers)
Sez4Jnr (all cars)
2. To enter the cheats, select 'Stuntman Career' from the Main Menu and then 'New Game' from the following menu.
3. Make sure that you enter the codes exactly as they appear here. The codes are case-sensitive, so make sure you've got upper and lower case letters where they should be.
4. Finally, make sure you actually enter the last character of every code e.g. when you enter the BiNdErS cheat, make sure that you press $\odot$ when the cursor is over the final 'S' before you press $\otimes$.

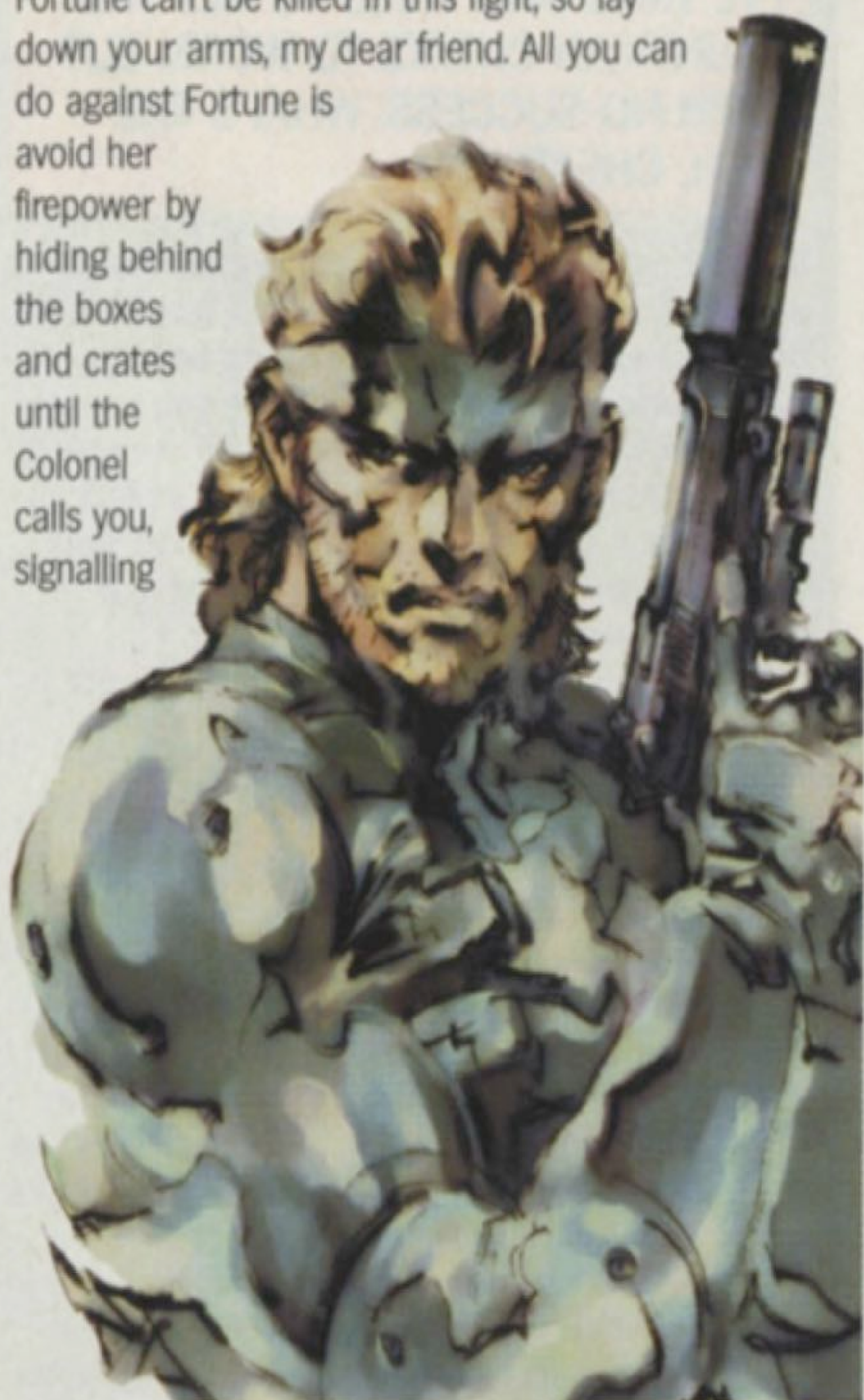
MAIL THE MONKEY



If all the statues don't activate, it's likely that the seal didn't break. If this happens, return to the Zanarkand Temple and step on the white squares in the two rooms (three white squares in the first room, four white squares in the second room). Take the Destruction Sphere from the chamber that opens and insert it into the slot to the right of the monitor display. Return to Baaj and stand by each of the statues again.

I was hoping you could tell me whether it's possible to kill Fortune in *MGS2: Sons of Liberty*? I've tried absolutely everything, but no matter which weapon I use I just can't hit her and each time the fight ends automatically when the Colonel contacts Raiden (and Vamp gets a bullet in the head). Can I kill her? Or am I just wasting my time (and ammo)?

Fortune can't be killed in this fight, so lay down your arms, my dear friend. All you can do against Fortune is avoid her firepower by hiding behind the boxes and crates until the Colonel calls you, signalling



CHEATORS CHUMPS

Can you tell me if you have an issue out with tips for *Rainbow Six* for the PSOne? I was doing great till I got to Mission 12 and now I just cannot get past the guard. I found my way past the first bit, but cannot get any further. Help. I am not allowed a new game till I complete this one and I have been trying to work it out for three very long weeks.

A stack of Sony PS-2 LaserDiscs. The top disc is black with the Sony logo and 'PS-2' printed on it. The stack is shown at an angle, revealing the edges of multiple discs.

Would you ask a neurosurgeon to remove the manky eye spot



If anyone's having trouble beating the Black Pendragon at the end of the Demon Shaft in *Dark Cloud*, here's a little tip: only attack him with one attack and then back off. If you attempt anything fancy, he will just break your sword, no matter how powerful it is. Because of this it's worthwhile saving before you start battling him.

■ SARAH CARRICK,
MIDDLESBOROUGH



To get easy cash in *The Simpsons: Road Rage*, pick someone up, but instead of taking them straight to their destination, park just outside where they want to be dropped off and wait. When there's only 15 seconds left on the clock, drop them off and pick someone else up. Woo hoo!

■ **MATHEW FRAZER,**
LONDON



for what is, in every conceivable way, a PSone game? I can only assume a temporary loss of your common senses is to blame. However, due to the benevolent characteristics of the bonobo merrily splashing about in my gene pool, I find myself powerless to resist your plea for help. I should make it clear that this is the first and last time I'll be dishing out PSone tips. Enter the following codes at the Main Menu or while the game is paused.

Level Select: Hold **(L)** and press **(O)**,
(X), **(O)**, **(S)**, **(S)**, **(A)**, **(X)**, **(X)**

Invincibility: Hold **(L)** and press **(S)**,
(X), **(A)**, **(A)**, **(X)**, **(S)**, **(O)**, **(O)**

Invincible Hostages: Hold **(L)** and **(O)**,
(O), **(S)**, **(A)**, **(X)**, **(A)**, **(X)**, **(O)**

No Terrorists: Hold **(L)** and press **(A)**,
(O), **(O)**, **(A)**, **(S)**, **(X)**, **(A)**, **(O)**



Console graveyard:
The best place for
certain machines

the end of the skirmish. A useful bit of tippery-pokery you can apply during your encounter with the impenetrable Fortune is to equip a box, which allows you to run while crouching.

I have a friend with a Gamecube, and another with an Xbox, and they both keep going on and on about how much better they are than the "antique" PlayStation 2. It's less than three years old and it's an antique!?! Problem is, though, after saying "Yeah, but you've only got one or two decent games out", I run out of counter-arguments.

There are loads of cool games coming out for the other two consoles soon, like Mario Sunshine, Metroid Prime, Halo 2, Morrowind and so on. In truth, PlayStation 2 games ARE looking shoddy in comparison these days – particularly the graphics. Do you think its days are numbered?

GARETH STAGG, LONDON

Judging by your pessimism, Gareth, you have already paid far too much attention to your friends' juvenile wibblings of total and utter trite. To even contemplate that the PS2's days will be numbered before it runs the natural course of its shelf life is as foolish as sticking your head in the microwave, although such a form of chastisement might be just the punishment you need for entertaining such folly in the first place. Remember, PS2 is the console to own.

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BATMAN - Theme	121112	HEY BABY - DJ Otzi	121118	BILLIE JEAN - Michael Jackson	121124	MUPPET SHOW - Theme	121130
WITHOUT ME - Eminem	121113	STAR TREK - 7	121119	JAWS - Theme	121125	HOUSE OF FUN - Madness	121131
STILL DRE - Dr Dre / Eminem	121114	KNIGHT RIDER - Theme	121120	633 SQUADRON - Theme	121126	BAD INTENTIONS - Dr Dre / Eminem	121132
MISSION IMPOSSIBLE - Theme	121115	AIRWOLF - Theme	121121	GET U R FREAK ON - Missy Elliott	121127	LIVIN IT UP - Ja Rule	121133
STAN - Eminem	121116	A TEAM - Theme	121122	STAR WARS - Theme	121128	GHOSTBUSTERS - Theme	121134

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GRAPHIC EQUAL 180026	HORSE RACING 180053	FIREWORKS 180067	SEXY WINK 180033
SKATEBOARDER 180050	FIGHTER PLANE 180064	GO GO GO 180004	FI RACE CAR 180004
TOUCHA MY PHONE 180059	SLAP'S SCREEN 180059	BOY RACER 180056	SMILE 180057
SHARK 180034	SHARK 180034	SHARK 180034	SHARK 180034

ANIMATED SCREENSAVER COMPATIBILITY - NOKIA: 3330, 3410, 5210, 5510, SONY ERICSSON: T68i

Pictures

PICTURE MESSAGE COMPATIBILITY - NOKIA: 3210, 3310, 3330, 3410, 3510, 3510i, 5210, 5510, 6210, 6250, 6310, 6310i, 7650, 8210, 8850, AND 9110i. NOKIA 3310, 3330, 3410, 5510, 7650 CAN USE PICTURES AS SCREEN SAVERS. ERICSSON: T202, R520M SAMSUNG: T100, N600, SONY ERICSSON: T68, T68i

Toucha My Phone 141286	Evil Dead 141685	DANGER ADVISORY 141021	DANGER ADVISORY 141021	Slicker 141205	smile if you think i'm sexy 141239	think i'm sexy 141190	BECKS 141244
Steve McQueen 141679	BOY RACER 141245	I'll Be Back 141462	I'll Be Back 141462	I'll Be Back 141462	I'll Be Back 141462	I'll Be Back 141462	I'll Be Back 141462
I'll Be Back 141013	I'll Be Back 141670	I'll Be Back 141242	I'll Be Back 141242	I'll Be Back 141242	I'll Be Back 141097	I'll Be Back 141100	I'll Be Back 141162
I'll Be Back 141163	I'll Be Back 141002	I'll Be Back 141160	I'll Be Back 141160	I'll Be Back 141160	I'll Be Back 141446	I'll Be Back 141511	I'll Be Back 141288
I'll Be Back 141305	I'll Be Back 141668	I'll Be Back 141364	I'll Be Back 141364	I'll Be Back 141364	I'll Be Back 141665	I'll Be Back 141610	I'll Be Back 141604
I'll Be Back 141538	I'll Be Back 141050	I'll Be Back 141038	I'll Be Back 141038	I'll Be Back 141038	I'll Be Back 141750	I'll Be Back 141746	I'll Be Back 141747

Logos

LOGO COMPATIBILITY - NOKIA: 402, 702, 3210, 3310, 3330, 3410, 3510, 3510i, 5110, 5130, 5146, 5210, 5510, 6110, 6130, 6150, 6210, 6250, 6310, 6310i, 7110, 7650, 8810, 8210, 8310, 8610, 8850, 8890, AND 9110i. ERICSSON: T202, R520M SAMSUNG: T100, N600 SONY ERICSSON: T68, T68i

No Fear 131107	BREAK GLASS HERE 131141	TOUCHA MY PHONE 131608	Chaos Panic & Disorder 131693	MGS2 131494	BOY RACER 131723	JUST DORE IT 131202	BAD BOY 131631
IIMKIM PARK 131562	Life is Short Don't Be A Dick 131683	GRAN TURISMO 131483	Cymru 131536	A Cream 131444	Lambretta 131578	English And Proud 131682	blink000 131587
TAKE NO SHIT 131153	NOT SO FUNNY 131200	FEAR NO BEER 131617	PURE IRISH 131553	same stuff different day 131588	EMINEM 131396	YOU ARE HERE 131701	007 131196
DON'T TOUCH 131116	I'm having an out of money experience 131698	Ford Racing 131563	Naughty But Nice 131635	ADVISORY 131725	Flirt with me 131157	porn 131111	porn 131111
KEEP OFF MY PHONE 131728	Scotland 131576	Ferrari 131581	PLAY FOREVER WORK WHEREVER 131665	SEX GOD 131954	FART ALERT 131705	FART ALERT 131726	FART ALERT 131712

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DILEMMA - Nelly & Kelly	112221	UNBREAKABLE - Westlife	112238
LITTLE BY LITTLE - Oasis	112237	NU FLOW - Big Brothers	112232
DOWN BOY - Holly Valance	112132	HAPPY - Ashanti	112219
NESSAJA - Scooter	112050	FOREVER - N-Trance	112217
CLEANING OUT MY CLOS. - Eminem	112062	HELP ME - Nick Carter	112239
IT'S ALL GRAVY - Romeo/Christina Milan	112240	LIKE I LOVE YOU - Justin Timberlake	112241
GOT 2 HAVE UR LOVE - Liberty X	112024	JUST LIKE A PILL - Pink	112149
HOLIDAY - Madhouse	112231	HEAVEN - DJ Sammy	112229
HEY SEXY LADY - Shaggy	112245	GET UP AND MOVE - Harvey	112218
WORK IT - Missy Elliot	112246	ELECTRICAL STORM - U2	112244
TRY - Ian Van Dahl	112247	NEW DIRECTION - S Club Juniors	112222
SUSPICIOUS MINDS - Gareth Gates	112224	ONE LOVE - Blue	112223
ALIVE - S Club	112243	BARENAKED - Jennifer Love Hewitt	112233

Ringtones

POP	ROCK
THE TIDE IS HIGH - Atomic Kitten	HOW U REMIND ME - Nickelback
ROUND ROUND - Sugababes	SWEET CHILD O'MINE - Guns And Roses
LITTLE LESS CONVERSATION - Elvis	HOW YOU REMIND ME - Nickelback
CAN'T GET YOU OUTTA MY... - Kylie	BAT OUT OF HELL - Meatloaf
KISS KISS - Holly Valance	HERO - Chad Kroeger
WHENEVER WHEREVER - Shakira	LIVING ON A PRAYER - Bon Jovi
COMPLICATED - Avril Lavigne	BROWN EYED GIRL - Van Morrison
WHAT I GO TO SCHOOL FOR - Busted	EVERYDAY - Bon Jovi
JUST A LITTLE - Liberty X	HANDS AND GLAD - Stereophonics
WHEN I LOST YOU - Sarah Whatmore	PAPA DON'T PREACH - Kelly Osbourne
SEXIEST MAN IN JAM... - Mint Royale	ENVY - Ash
LOVE DON'T LET ME GO - David Guetta	BOHEMIAN RHAPSODY - Queen
UNDERNEATH UR CLOTHES - Shakira	FINAL COUNTDOWN - Europe
TIME OF MY LIFE - Toploader	WITH OR WITHOUT YOU - U2
HEY BABY (UHH, AHH) - DJ Otzi	DEADLEAVES AND DORY - White Stripes
WOD YA HEAD - Will Smith	WE ARE THE CHAMPIONS - Queen
A THOUSAND MILES - Vanessa Carlton	

UK GARAGE	DISCO
CROSSROADS - Blazin' Squad	THAT'S THE WAY I - KC & The Suns.
DEM GIRL - Oxide and Neutrino	DANCING QUEEN - ABBA
RIDE WIT US - So Solid Crew	KUNG FU FIGHTING - Carl Doug.
ROMEO DUNN - Romeo	I WILL SURVIVE - Gloria Gaynor
THEY DON'T KNOW - So Solid Crew	LITTLE L - Jamiroquai
01 - More Fire Crew	

INDIE	REGGAE
FOOLS GOLD - Stone Roses	JULIE - Shaggy & Ali G
WATERFALL - Stone Roses	ANGEL - Shaggy
BITTER SWEET SYM. - The Verve	IT WASN'T ME - Shaggy
STOP CRYING U HEART - Oasis	NO WOMAN NO CRY - Bob Mar.
	LUV ME LUV ME - Shaggy

HIP HOP	EMINEM
WITHOUT ME - Eminem	DRUG BALLAD - Eminem
BECAUSE I GOT HIGH - Afroman	MY NAME IS - Eminem
BAD BOY 4 LIFE - P Diddy	ROLE MODEL - Eminem
PURPLE PILLS - 012	I'M BACK - Eminem

DANCE	R&B
THE LOGICAL SONG - Scooter	GANSTA LOVIN - Eve feat. Alicia Keys
LIKE A PRAYER - Madhouse	LOVE STORY - Lisa Roxanne
TWO MONTHS OFF - Underworld	ALWAYS ON TIME - Ja Rule
SHOOTING STAR - Flip N Fill	BOOTYLICIOUS - Destiny's Child
DUCK TOY - Hampenberg	

THEMES	THEMES
MISSION IMPOSSIBLE	MISSION IMPOSSIBLE
ONLY FOOLS AND HORSES	ONLY FOOLS AND HORSES
GOOD, BAD AND THE UGLY	GOOD, BAD AND THE UGLY
SCOOBY DOO	SCOOBY DOO
ROCKY	ROCKY
MUPPETS	MUPPETS
COUNTDOWN	COUNTDOWN
AXEL F BEVERLY HILLS COP	AXEL F BEVERLY HILLS COP
JAMES BOND	JAMES BOND
STAR WARS MAIN THEME	STAR WARS MAIN THEME
MEN BEHAVING BADLY	MEN BEHAVING BADLY
THE A TEAM	THE A TEAM
M*A*S*H	M*A*S*H
WINNIE THE POOH	WINNIE THE POOH
BIG BROTHER	BIG BROTHER
FORMULA ONE	FORMULA ONE
MATCH OF THE DAY	MATCH OF THE DAY
BENNY HILL	BENNY HILL
633 SQUADRON	633 SQUADRON
INDIANA JONES	INDIANA JONES

NU METAL	NU METAL
IT'S JUST PORN MUM - Trucks	IT'S JUST PORN MUM - Trucks
SHE HATES ME - Puddle Of Mudd	SHE HATES ME - Puddle Of Mudd
SMOOTH CRIMINAL - Alien Ant Farm	SMOOTH CRIMINAL - Alien Ant Farm
IN THE END - Linkin Park	IN THE END - Linkin Park
IN TOO DEEP - Sum 41	IN TOO DEEP - Sum 41
HEAVEN IS A HALFPipe - DPM	HEAVEN IS A HALFPipe - DPM
TAINTED LOVE - Marilyn Manson	TAINTED LOVE - Marilyn Manson
TEENAGE DIRTBAG - Wheaties	TEENAGE DIRTBAG - Wheaties
FAT LIP - Sum 41	FAT LIP - Sum 41

RINGTONES COMPATIBILITY - NOKIA: 3210, 3310, 3330, 3410, 5210, 5510, 61XX, 62XX, 6310, 6310i, 8210, 8310, 8110L 88XX, 7110, 7650, AND THE 9110i. SAGEM: MC930, MC932, MC936, MC938, MC940, MC942, MC946, MC949, MC950, MC952, MC956 & MC959(R). MOTOROLA: T250, V50, V100, V8088 & TIMEPORT 260 SAMSUNG: T100, N600

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EMINEM - 119915
Real Slim Shady
Stan
Purple Hills - D12

SO SOLID CREW - 119911
21 Seconds
They Don't Know
Haterz

COMEDY - 119916
Only Fools and Horses
Benny Hill
Father Ted

DANCE ANTH. - 119933
Nightmare - Brainbug
Higher State - Josh Wink
Time To Burn - Storm

R'N'B - 119928
Blow Ya Mind - Eve & Gwen
No Diggity - Blackstreet
Emotion - Destinys Child

HITS 2001 - 119921
Hey Baby - DJ Otzi
Because I Got High - Afroman
Castles In The Sky - Ian Van Dahl

ROCK - 119909
Child o Mine - Guns n Roses
In The End - Linkin Park
Enter Sandman - Metallica

FOOTBALL - 119919
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PROJECT ZERO

QUESTION Please help me complete the Ghost List! I'm having difficulty finding three of the ghosts on the Final Night. They are: 'Truth Binder', 'Kirie's Love' and 'Burdened Man'. I know I'm asking for a lot, but I would really appreciate some help!

DERBY LOWSON, MERSEYSIDE

ANSWER

As long as you know where to point the camera these ghosts are easy to snap. Check the instructions on the pictures below to find the ghoulies you're after...



1.1 Move to this position on the beams above the Buddha Room



2.1 Move to this position between the two jetties in the Abyss



3.1 Move to this position at the far end of the last jetty in the Abyss



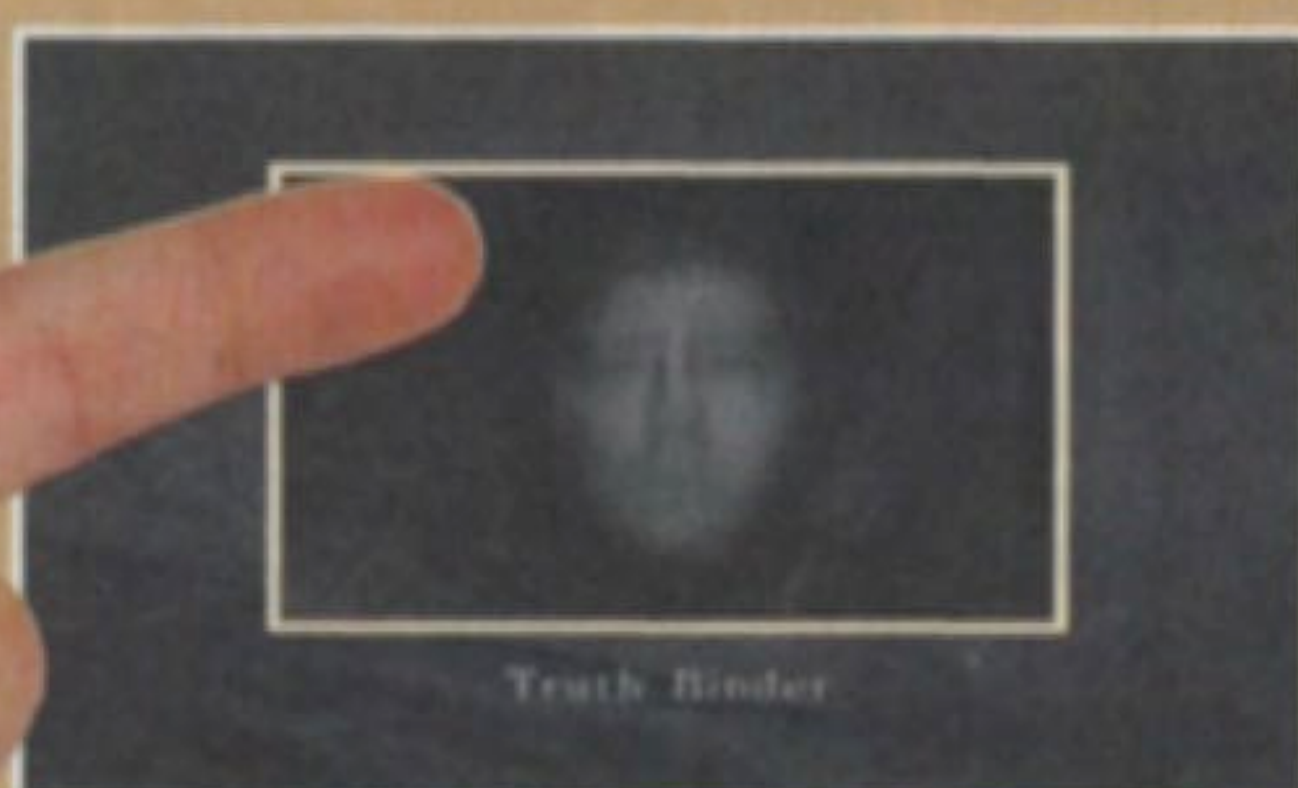
1.2 Look down to the altar below so the Capture Circle glows



2.2 Go into Camera Mode and wait until the Capture Circle glows



3.2 Go into Camera Mode and wait until the Capture Circle glows



1.3 Take the pic to capture the Truth Binder for good



2.3 That's Kirie's Love – just one more to go!



3.3 Well done – you've completed the Ghost List! Yay for you!

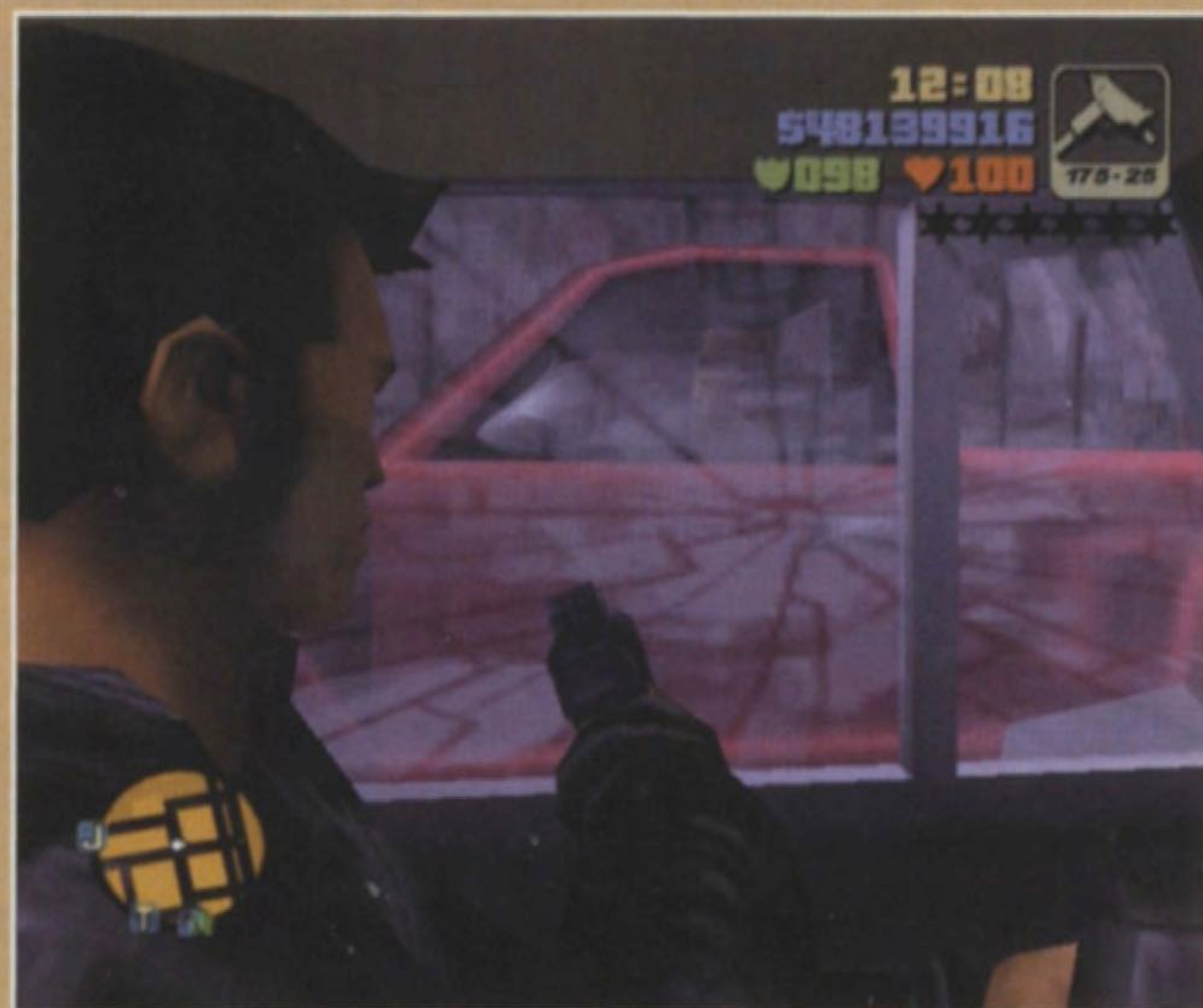
GTA 3

QUESTION I'm having trouble completing a mission where I have to do a drive-by. The problem is, I don't actually know how to do a 'drive-by'! I'm sure it's really easy to do and that's why I'm not giving my name as I don't want my friends to laugh at me as I know they buy your magazine.

ANON

ANSWER

You're quite wise to withhold your name, as your friends would certainly mock your inability to perform such a simple task. As for me, I promise not to laugh. To do a drive-by, simply select your Uzi before getting into a car, then hold **LB** or **RB** and press **C** to spray your quarry with bullets. Easy-peasy.



SILENT HILL 2

QUESTION I was most miffed when I recently found out that there are FIVE endings to the game. I've seen three endings and felt all smug about myself because I thought I'd totally completed the game, but apparently not. How do I get the remaining two endings?

HANK BOULESSI, CAMBRIDGE

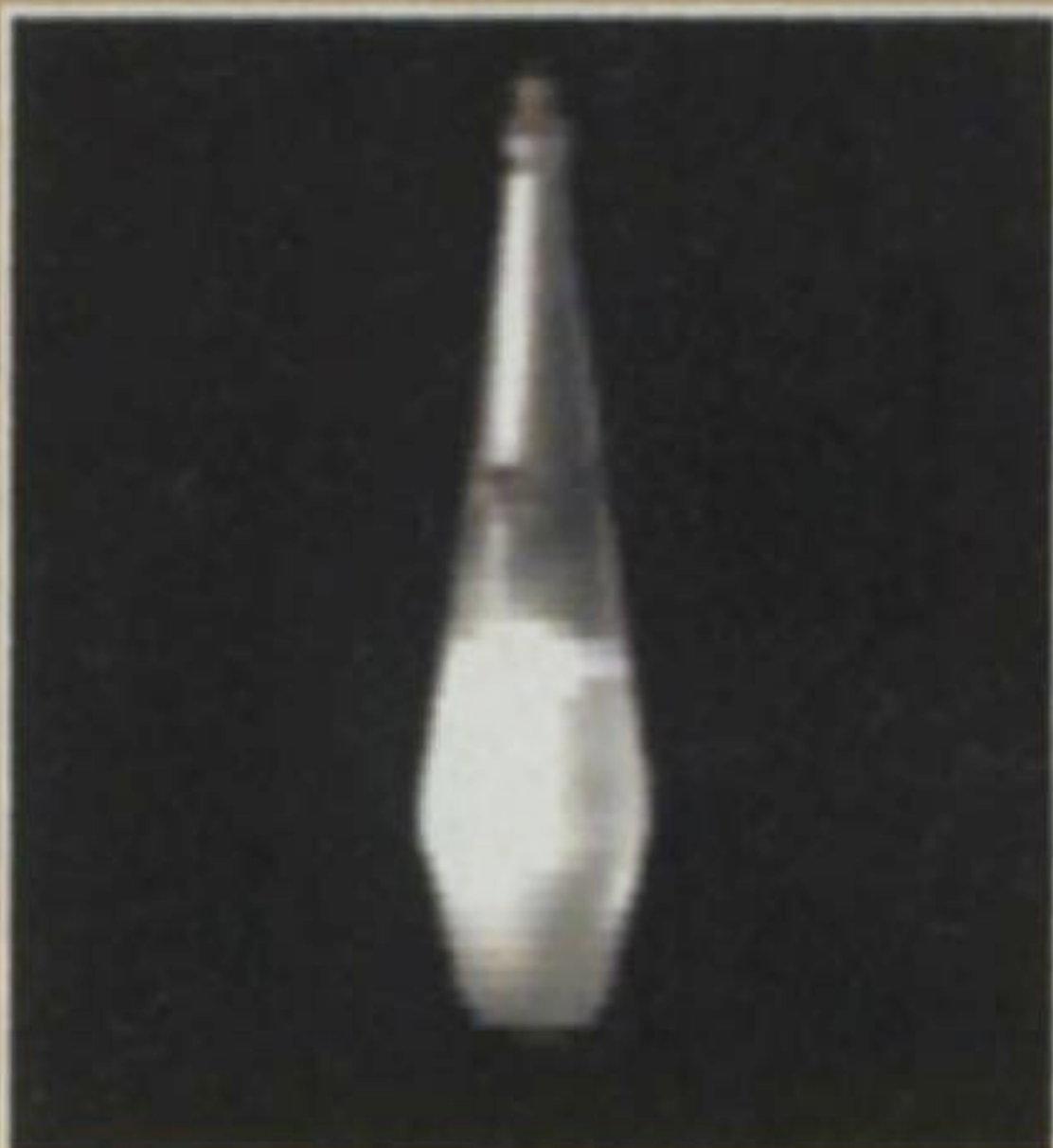
ANSWER

The horror never ends! The two endings you haven't yet seen are the 'Rebirth' and 'Dog' endings. In order to see the 'Rebirth' ending, you must collect four items which only become available when you've completed the game at least once. Complete the game after collecting the four items and the 'Rebirth' ending is guaranteed. Here are pictures of the items complete with the locations they can be found in.

To get the 'Dog' ending, find the dog house in the alcove next to Jack's

Inn. Take the Dog Key, go to the third floor of the Lake View Hotel and open the double doors.

I'm sure you know about the Chainsaw and Hyper Spray that you can get after completing the game, but in case you don't - I'm going to tell you. To find the Chainsaw, look amongst the pile of logs before the cemetery. To find the Hyper Spray (which is used to stop enemies with varying effectiveness depending on your final rank), look inside the camper van on Saul St.



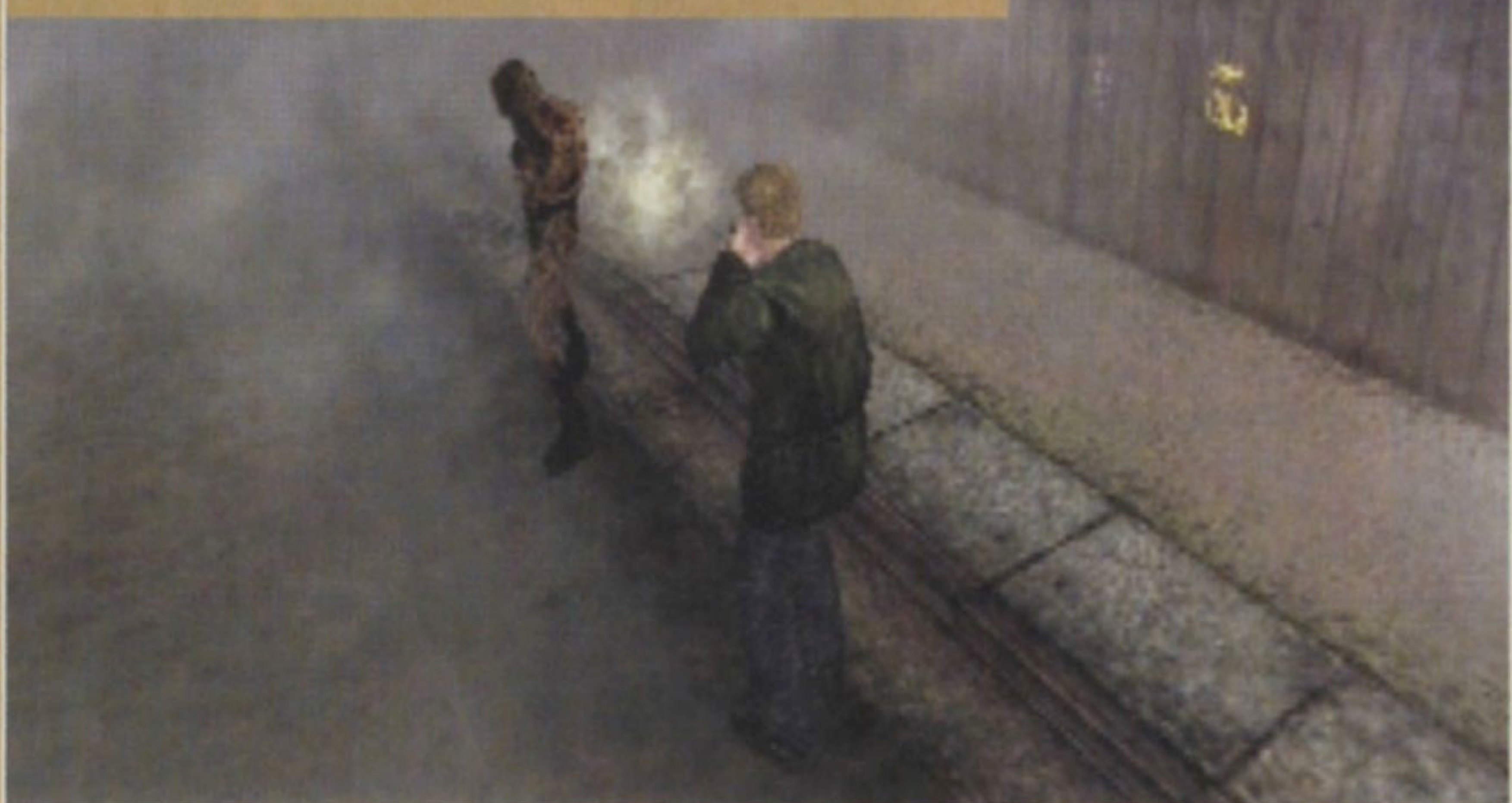
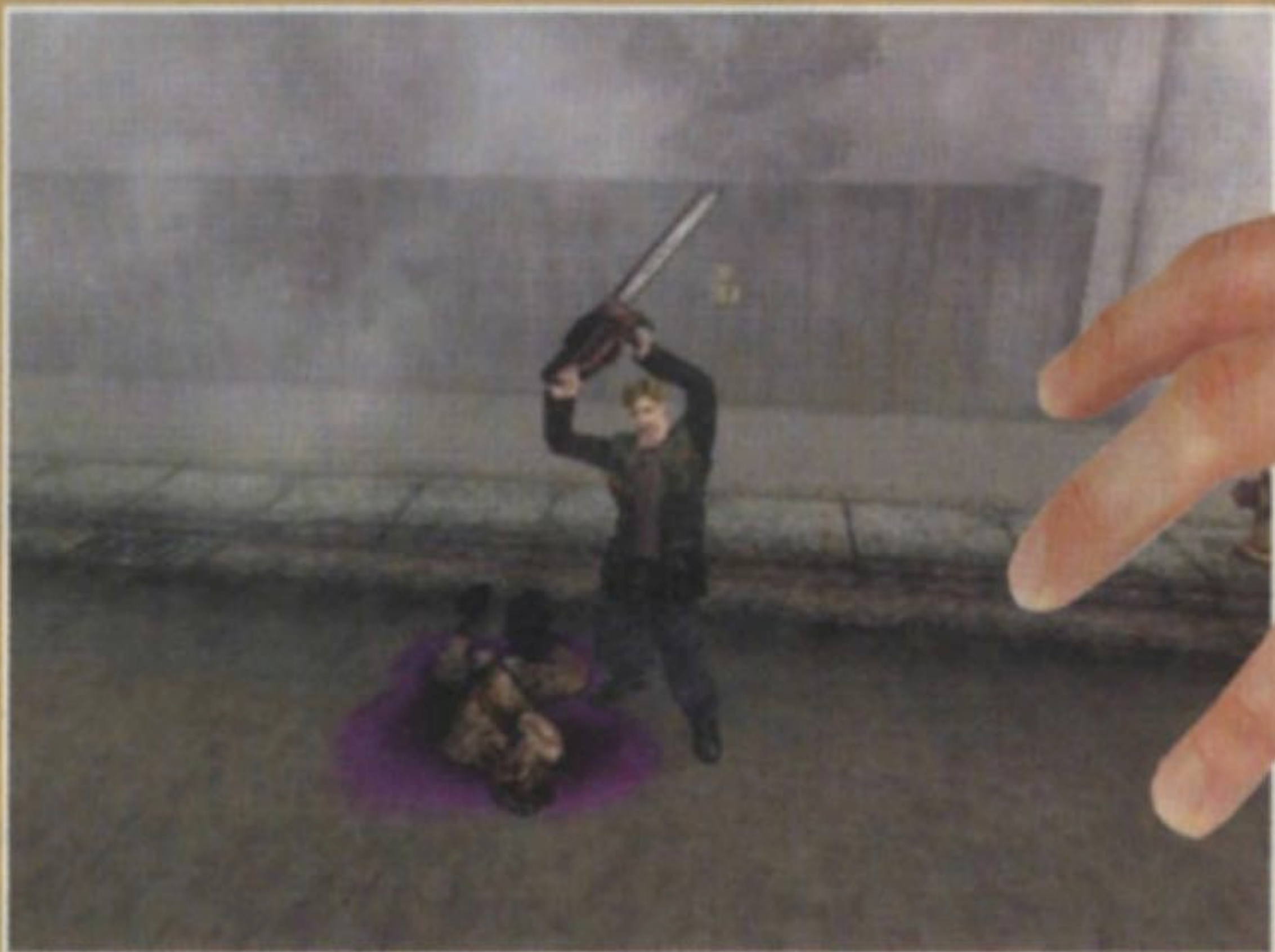
White Chism - Blue Creek Apartments, Room 105



Book of Lost Memories - Gas Station, inside the stand



Crimson Ceremony - Lake View Hotel reading room



MATT HOFFMAN'S PRO BMX 2

QUESTION I'm trying to complete the 'Save The Pier From The Giant Squid' Semi-Pro Challenge in Boston, but I can't do it. Help me before I give up.

T. SERMON, NOTTINGHAM

ANSWER

Give up!?! What kind of attitude is that? Before you shame yourself, here's what to do... From the starting point, go up the ramp and steps that are behind you and go to the left. Turn around and Grind the railing to the side of the slope. Grind along the rail, then the half-pipe wall and you'll eventually Grind a rail that leads out to sea. As you Grind the rail and are facing the squid's outstretched tentacle, jump and transfer onto the tentacle and Grind along to the squid's body. When you get close, jump left and transfer to the outstretched tentacle that leads back to the jetty. Grind all the way to the end and the squid will spit out some hidden treasure for you before disappearing back into the depths.



TIPFETS



LITTLE SNIPPETS OF TIPS

Delicious bite-sized pieces of advice for this month's other big(ish) releases.



CHEATS: N/A

TERMINATOR: DAWN OF FATE

He'll "be back". Just not in this game, obviously.

Here are some general tips for the new Terminator game, based on the first chapter. Search every corner, every dead end, and talk to everyone you find to pick up plenty of Ammo, Medikits and those crucial Skynet Techs (used at the end of the level to buy power-ups). Protect Connor at all costs, but don't forget he's got a powerful PLM40 Rifle, and can really help in a firefight. When you change weapons, the game pauses, so use this time to take a breather and check out the opposition.

Sometimes the puzzles are less than completely obvious – at the Hotel Power Plant, make sure you switch the middle switch, then

the two side switches one at a time, until they are both green, or you won't stand a chance in the Hotel Storage Room – the enemies will infinitely respawn. A little later, in the Laundry, the way on is guarded by an energy field, but you have to kill every enemy in the area before getting through.

ENEMY PROFILES

T-400 ENDO

Use ↓ and ⊗ to sweep the Endo's legs from underneath it, then use ⊗ when they are on the floor to ram your electric baton right into

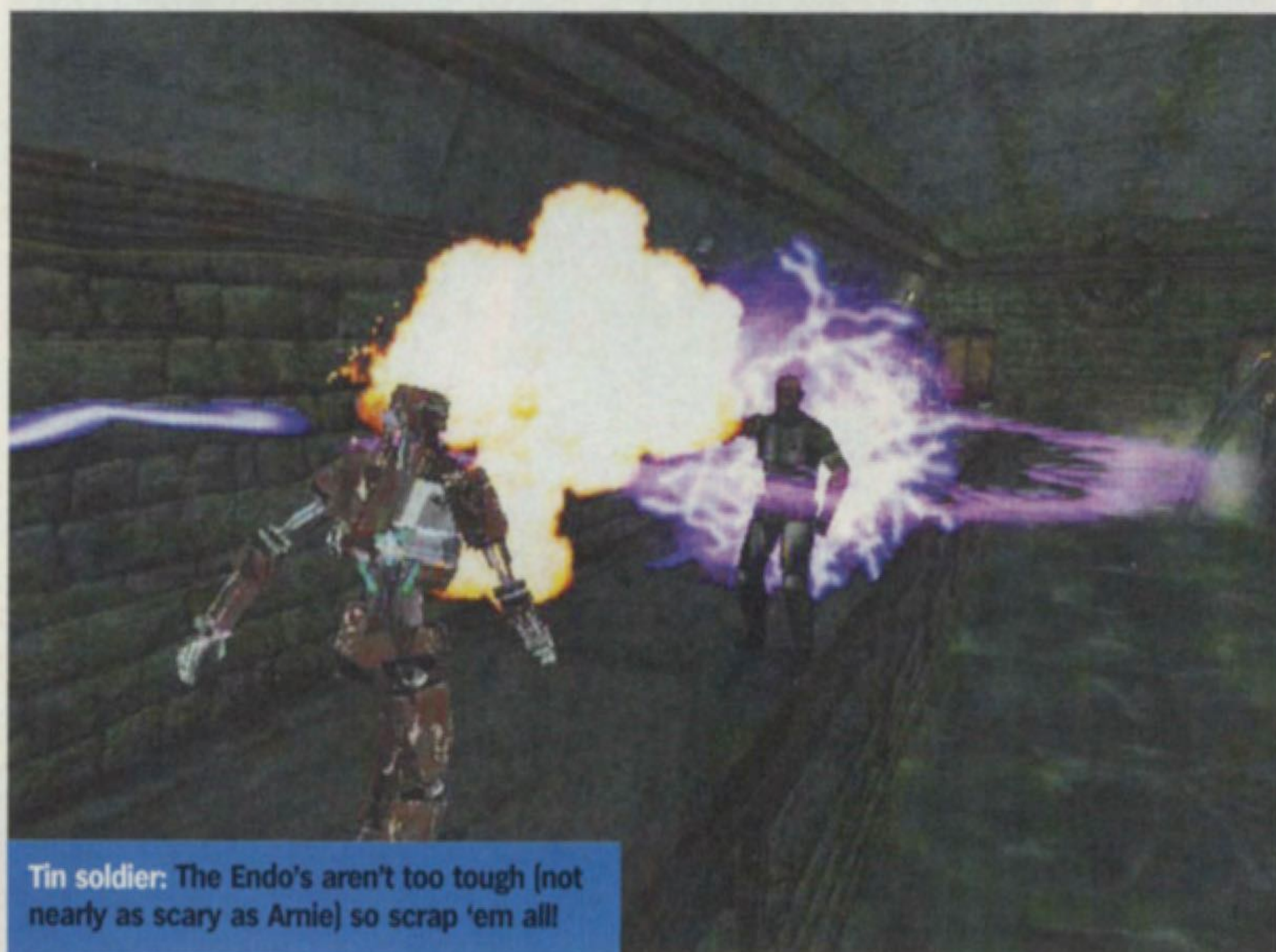
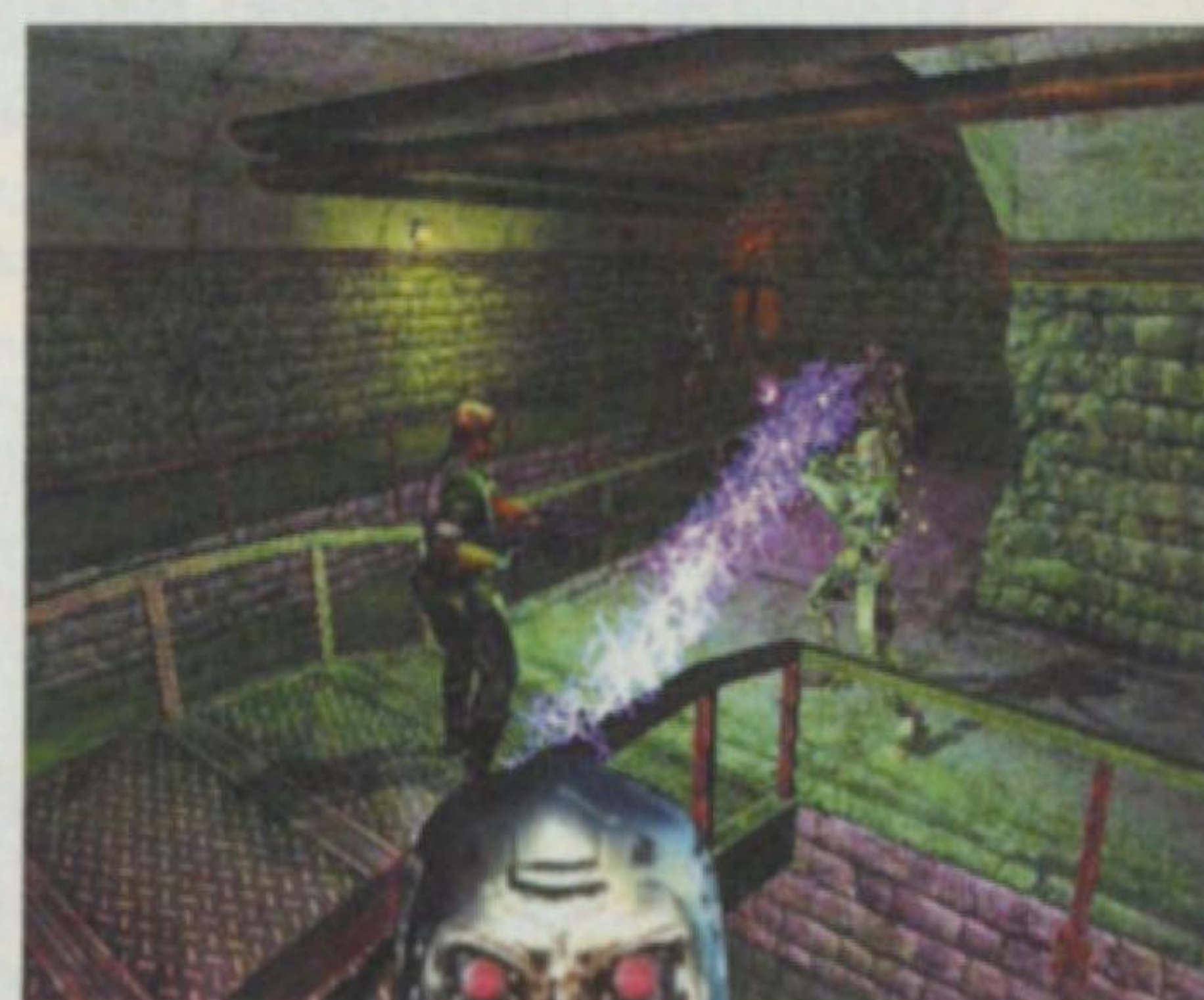
their mechanical hearts, causing them to overload and blow up – an easy and Ammo-less kill that can even work on two enemies; if you catch them both with the same sweep, one single strike will overload them both. They will often drop AP50 Ammo when killed.

HK RECONS

When they zip right up to you and make a whining noise, they're charging their energy weapon up, so roll out of the way or, even better, keep your distance at all times and take them out from long range with your AP50 – they don't have a long range weapon. Like the Endos, they can drop AP50 Ammo when you frag them. Sometimes, they even drop Medikits, depending on the difficulty level and the state of your health. We've furnished you with all you need to know to get going.



Depressing: Every area is grimly industrial. The future is... Well, Sheffield, apparently



Tin soldier: The Endo's aren't too tough (not nearly as scary as Arnie) so scrap 'em all!



Firestorm: This is one of your devastating Demolition Shot moves – don't waste them!



CHEATS: PAGE N/A

GUNGRAVE

It's a grave matter, and no mistake. Very serious indeed...

While it's easy enough to stroll through the game blasting away, probably finishing it first time, it's considerably trickier to get those coveted five skull ratings for Beat Count, Kill Rate, Clear Time, Remaining Life and Artistic Bonus after each stage. It's not just for bragging rights, either – the more skulls you accumulate early on the quicker you'll acquire the devastating (and very cool looking) Demolition Shot upgrades.

BEAT COUNT

This is crucial, not only for the final rating, but to build up your Demolition Shot charge bar. Basically, pausing for too long between hitting viable targets breaks the Beat Count, so even if there aren't any enemies immediately nearby, shoot destructible environments like pipes and objects like crates, cars, barrels and so on until

you get to another batch of foes. Be careful not to get caught by an exploding barrel, though, since getting knocked down takes long enough to break the Beat Count too.

KILL RATE

Basically, you have to make sure you kill every single last enemy. Usually not a problem, but on occasion you'll have to shoot them as they try to rush past you and run away, or search nooks and crannies.

CLEAR TIME

Each stage has a different limit, but essentially you should be as rapid as possible. Hold down L3 to jog as you fire (only run, using Ⓢ, when no opportunity for getting your Beat Count up is available). You need to beat four minutes for Stage 1, eight minutes for Stages 2, 3, and 4, ten minutes for Stage 5 and 14 minutes for Stage 6.

REMAINING LIFE

Your shield regenerates rapidly when you aren't getting hit. Don't use those Refill Life Now power-ups if you want to get 100%, since they automatically drop you one grade.

ARTISTIC BONUS

The more you use your Coffin Swing (Ⓢ) the better. Dive with ⓧ constantly, get a high Beat Count score, don't get shot, liberally use Demolition Shots (especially to finish off

bosses), and as the icing on the cake, press Ⓢ in a brief moment of calm to strike a pose. And there you have it – cool completion!



Animental: The intro sequence is beautiful, and arguably more fun than the game itself

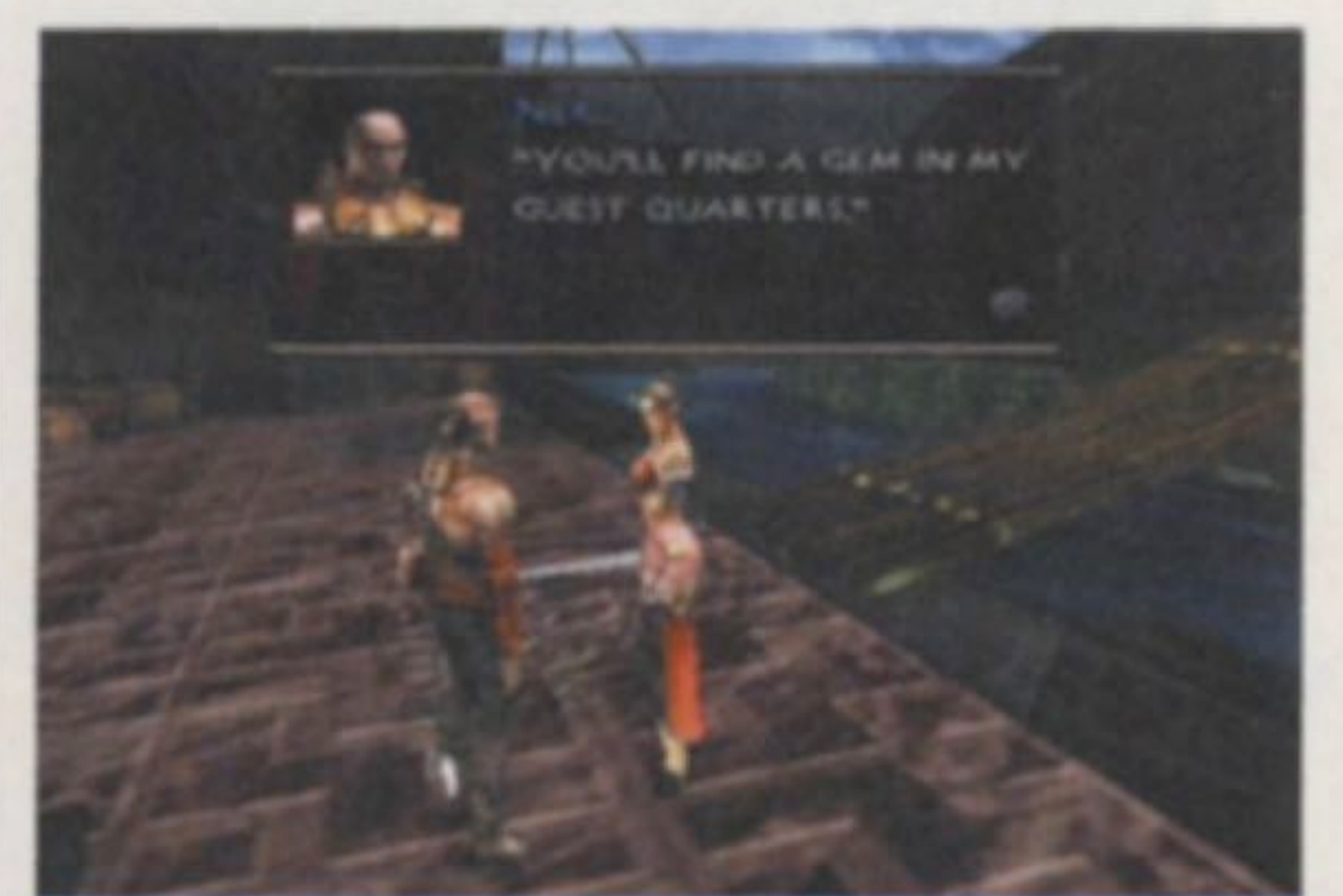
CHEATS: N/A

SUMMONER 2

Summoner big monster to fight for you all over again...

The area after the initial shipboard battle and just before entering Prince Neru's Lair is decently sized, and ideal for levelling your two characters up. Not only do the enemies constantly respawn as you explore, but just next to the Wurm of Songs statue is a broken pool that heals you to full health (swap characters to heal them both). Ideal! Tree Monsters aren't the best experience fodder, since they heal themselves (taking twice as long to heal, unless you manage to interrupt their casting with a strike) and only give you 20 exp. Pirates, however, drop Pirate Insignia Rings which give you a +3 to Defence, and the spares can be sold later. The Sprites, too, only take a couple of hits, so close in on them quickly and stop them casting spells with a well placed swipe.

The temptation is to immediately equip the Pirate Captain's Flaming Cutlass, but that isn't necessarily a good idea. Not only is it weaker (albeit quicker) but it will do zero damage to those annoying fire sprite things. It shouldn't take long to completely explore the island, remembering to always hit ⓧ when a little icon appears over your head (usually an eye). Don't forget to activate the Summoning stone to get the Blood Beast, of course. When you find a suspicious-looking flat stone platform along a path with a chest in the middle, skirt carefully around it – it's trapped. Not a one-off trap, either, it'll keep zapping you and does loads of damage, so wait until later where there's a door into a small room that contains switches to turn them off. When you have gained loads of levels, it's time to cross the waterfall and brave the much tougher Pirates in Neru's Lair...



Easy money: The great thing about RPG folk is they encourage you to steal from them!



Overload: The screen can get very busy at times but keep focused on your target

SEND US YOUR TIPPETS!

Any secrets, neat tricks or tactics you come across for PS2 games, why not share them with our other readers? Obviously, big games like *Metal Gear* and so on will be covered elsewhere, but if you're a fan of a smaller game and have something useful to say about it, write in or e-mail us. Come on! We would really love to hear from you!

TIPPETS!

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FEATURE SURVIVAL HORROR

I WILL SURVIVE



ILLUSTRATION: DAVID LITTLETON

SURVIVAL OF THE FITTEST

The history of survival horror is a dark and mysterious one. Hold our hand as we explore its murky past.

Words: **Mark Walbank**



It was a fat man that started it all. And it's not just movie makers that owe a debt of gratitude to Alfred Hitchcock; videogame designers have been copying his techniques for years. While the man himself may have resembled a sentient Toby Jug, his films still inspire creatives across the globe. If you want an example of how to build up tension, create atmosphere or simply scare the bejesus out of your audience then look no further than *The Birds*, *Marnie*, *Psycho*, *Frenzy* or *Vertigo*.

Many famous videogame creators, such as Hideo Kojima (*Metal Gear Solid 2*) and Shinji Mikami (see The Daddy of Survival Horror), have stated that Hitchcock has greatly influenced their work. However, designers were hamstrung by the impoverished sprite-based graphics of the 16-bit and 32-bit generation of technology. It took the advent of the polygon revolution in the early 90s before developers could truly introduce a sense of fear and dread into the videogame format. Though simple games like *3D Monster Maze*, *Alien* and *Night Breed* attempted to spook the player with simple shocks, it was the survival horror genre that really brought cinematic techniques to videogames.

Survival staple: This shot embodies much of what makes survival horror – eerie lighting!



Evil eye: It is often the way with *Resident Evil* that you're not sure what you're seeing!

GLOSSARY

180 DEGREE QUICK-TURN

Because the emphasis changed to fluid combat in the late 90s, developers decided to introduce a quick-turn feature into many survival horror titles. Just press one button and the character can make a 180 degree turn.

ARCANA

A self conscious way of spelling 'arcane', which essentially means secret and mysterious.

BESTIARY

A list of monsters and creatures that occupy a given mythos.



DIARY ENTRIES

Often found discarded on tables by lazy researchers. Diary entries help to forward the plot and add context to the zombie slaughter.

GORE

Some games seek to disturb by building up tension, others just let the blood flow. Problem is,

STORY BORED

Survival horror games have rarely contained inspired plots. Here's six elements that simply must be included.

1

An abandoned house is an absolute must. Of course, it must look completely decrepit on the outside but contain a secret laboratory deep below its surface that can only be accessed by pushing a special knob in the coal cellar.

2

After killing a few biological freaks the player will find a diary entry warning of a deadly virus. The virus can only be contained by killing all those infected or creating an antidote by mixing together red, green and yellow liquids in the correct quantities.

3

The main hero will be knocked unconscious by a gas of an unknown origin. He/she will then get flashbacks as the game progresses which will lead to the realisation that he/she has committed crimes against laboratory animals.

4

The library will provide an opportunity for a great deal of research. After finding a book called *The Grimoire of Grimalfino*, a giant bat will burst through a stained glass window before the player dispatches it with a Shotgun blast to the head.

5

A forlorn character will beg to be freed from a prison cell. As there's no other avenue for exploration the hero will kindly submit to the pleas. The prisoner will then attempt to eat the main character's neck for lunch.

6

At the end of the game a helicopter will attempt to land and rescue the hero from his/her misery. But just before boarding, a large tentacled creature will grab onto the chopper to provide the game's denouement. Now you have no excuse when you jump out of your seat!

FEATURE SURVIVAL HORROR

MIND THE GAP

GLOSSARY

fewer survival horror game designers are using blood and gore for fear that their product will get stamped with an 18+ rating.

GOTHIC

A loose term referring to an aesthetic style dominant from as early as the 12th century up to the 16th century. Modern Gothic is associated with rococo cathedrals, gargoyle heads and pasty faced youths from Leeds.

INVENTORY

Every survival horror character has a space to keep items. These usually include a Pistol, a Torch, a Fuse, a Crowbar, a Health Pack and some Herbs.

LIGHTING

The clever use of shadow and light can enhance the atmosphere of a horror game. Some games, like *Alone In The Dark: The New Nightmare*, let the player use a torch to help reveal lurking horrors.



LOVECRAFT

An eccentric author who wrote many disturbing tales of horror in the 1920s. His work is more popular now than it's ever been, partly due to the fact he died under mysterious circumstances.

Before *Resident Evil* was even a glint in its creator's eye, a remarkable game came along that established the precepts of the genre. That game was *Alone In The Dark* and when it was released back in 1993 it gained great critical acclaim but failed to really make a profound impact on the market. It's difficult to comprehend just how groundbreaking this game was. Though a couple of arcade adventure games with prerendered backgrounds had been done before (*Doctor Hauzer*, for instance in 1992), *Alone In The Dark* added oodles of atmosphere to the standard mix of exploration and puzzle solving.

Though crude by today's standards, PC gamers were getting genuine shocks from the experience. The influence of Hitchcock was also clear to see. Skewed camera angles were introduced to create a sense of unease and tension was generated via the use of music, shadows, eerie sound effects and clever camera cuts to objects of significance. Shock tactics were also employed to great effect and, though monsters jumping out of bathtubs is now a bit of a cliché, it was alarming to the unsuspecting gamer way back in 1993.

After two more *Alone In The Dark* games in 1994 and 1995, respectively, came the daddy of all survival horror titles. It was the one that catapulted the genre into mainstream consciousness and was a huge factor in making the PlayStation accepted as a cool consumer accessory for adults. *Resident Evil* (1996) was that significant game. Although its creator, Shinji Mikami, has stated that the Infogrames games had no bearing on his opus the similarities are plain to see. *Resident Evil* retained the prerendered backgrounds, spine-tingling music and skewed camera angles of the *Alone In The Dark* series, but it did everything with a greater sense of mystery, artistry and refinement. Notably, the monsters actually looked frightening.

Altar of life: Yes, it's one of those common survival horror objects – an altar thingy which needs a seal



Weird science: There are some seriously sicko scientists out in survival horror land to create this thing



THE DADDY OF SURVIVAL HORROR

Shinji Mikami is undoubtedly responsible for bringing the genre kicking and screaming into popular consciousness. Indeed, his output for Konami has been breathtaking. The coy designer worked behind the scenes at Capcom for some time before getting his real break with *Resident Evil* in 1996. Although the game's worldwide success instantly catapulted him into the public eye, he is a reluctant interviewee, who would rather let his games do the talking. "I think players are scared more by the game's

psychological elements and creepy atmosphere – rather than the shocks," he said in an early interview about his first survival horror game.

Think of a Capcom survival horror title and chances are, Mikami-san will have had a major influence on its development. The *Dino Crisis*, *Resident Evil*, *Onimusha* and *Devil May Cry* series have all benefited from his vision and expertise. After spending years in development Mikami-san now shares his time between many of Capcom's R&D departments and is more eager to make public appearances. Indeed, at the 2001 E3 show he startled journalists by shooting make-believe guns in the air to demonstrate the 'sexy' combat in *Devil May Cry*. He is currently working on *Resident Evil 0* and *Devil May Cry 2*, among others.

Indeed, it's a bit like comparing David Copperfield with David Blaine. While one was responsible for setting the benchmark with many innovative elements, it was the latter that updated the form for a new media-savvy audience, dispensing with the cheesy presentation and getting down to raw heart-pounding action. Many will have a favourite *Resident Evil* moment: hell-hounds pouncing through the stained-glass windows, the moment the Hunters appear for the first time or the climactic battle with Tyrant. *Resident Evil's* influence has been dramatic and it's testament to the quality of the game that it warranted both a director's cut in 1997 and a splendid reworking for GameCube in 2002.

So how do you recognise a survival horror game from any other bog-standard arcade adventure? What distinguishes *Resident Evil* from *Tomb Raider* (apart from the extra mammary glands, of course)? Malicious creatures are not enough, even Lara had to beat off everything from wolves to mummies. No, what really makes a survival horror game stand out is an insistence on atmosphere at the expense of





Making a mutant: We are reliably informed that a bit of green liquid followed by some red goo a freakazoid doth make

//It's probably easier to find a viable TV vehicle for Michael Barrymore than a survival horror title without a statue to push or a chalice to place//

athleticism. Significantly, your typical survival horror game character will always be firmly rooted to the floor. The game's emphasis will be on exploration rather than feats of dexterity, and while weapons will often play a significant role, running away will often be the best solution to an immediate threat.

The genre also places a healthy emphasis on puzzle solving. Indeed, it's probably easier to find a viable TV vehicle for Michael Barrymore than a survival horror title without a statue to push or a chalice to place on an ancient altar. Puzzles tend to take one of three forms: (i) items that transform other objects i.e. burning a shroud with a cigarette lighter to reveal an arcane symbol; (ii) objects that act as keys to unlock new routes or areas i.e. a fuse to provide energy for a rusty lift; or (iii) logic problems involving the moving of shapes or objects to trigger an event i.e. deciphering a code to open a laboratory door. While many of these puzzles have become clichéd, they are necessary to alter pace and punctuate the dread and tension. Think of it like comic relief in a Shakespearian tragedy.

Although many survival horror titles have come and gone in the intervening years the template laid down by the first three *Alone In The Dark* games and then later refined by *Resident Evil* has not drastically altered. In 1997 RiverHillSoft developed the engaging *Overblood*, the first survival horror game to use fully 3D environments. Although it had a poor camera and only took around six hours to complete, the game had an interesting plotline involving an amnesiac victim trapped in a futuristic research complex. Then came Square's foray into the genre, *Parasite Eve* (1998). It was something of a hybrid that cleverly mixed an RPG-style combat system into the now-familiar survival horror formula.

Meanwhile, Capcom realised it was on to a good thing. *Resident Evil* had already spawned its own merchandising industry (even today Japanese fans will pay up ¥25,000 (£130) for replica *Resident Evil* guns) and the company was pumping out sequels using the *Resident Evil* brand name (see The Big Three). Rivals Konami knew it had to create something special if it was to compete with the RE series. And to its credit,

A LICENCE TO KILL, BRUTALLY

Because of the adventure nature of survival horror games they have lent themselves well to movie tie-ins. Here's just a few of the most recent examples.



THE THING

A decidedly creepy addition to the genre, *The Thing* has a clever 'trust' element that sets it aside from other similar titles. All the way through the game you not only have to keep an eye on your fellow men to make sure they don't mutate into malevolent freaks, but keep them sweet by never making any suspicious decisions. If they think that you have been infected by the deadly virus, then they may turn their weapons on you.



ALIEN VS PREDATOR

Although it's a FPS, AvP and its excellent sequel AvP2 contain enough tense moments and shocks to easily put it into survival horror territory. One of the series' really innovative elements is giving the player the chance to play the game from different perspectives: marine, alien and predator. Well worth checking out if you have a PC. There's a certain thrill derived from stepping into Ripley's so very famous alien stomping boots.



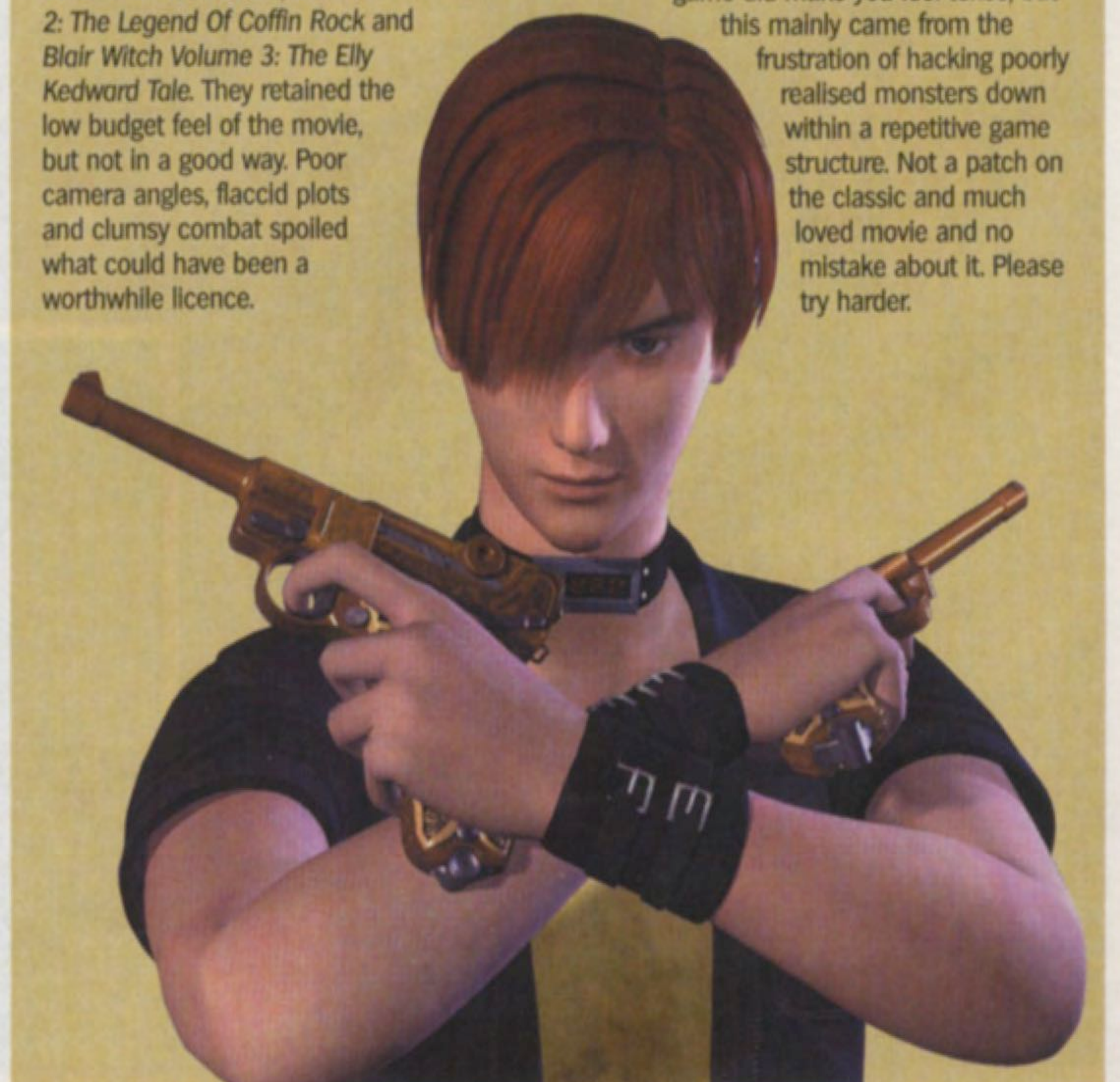
THE BLAIR WITCH PROJECT

Launching a couple of years after the phenomenal success of the hand-cam film were three Blair Witch tie-ins (*Blair Witch Volume 1: Rustin Parr*, *Blair Witch Volume 2: The Legend Of Coffin Rock* and *Blair Witch Volume 3: The Elly Kedward Tale*). They retained the low budget feel of the movie, but not in a good way. Poor camera angles, flaccid plots and clumsy combat spoiled what could have been a worthwhile licence.



THE EVIL DEAD

But prize for the worst survival horror film licence must go to *Evil Dead: Hail To The King*. An abortion of a game with terrible visuals and atrocious combat. True, the game did make you feel tense, but this mainly came from the frustration of hacking poorly realised monsters down within a repetitive game structure. Not a patch on the classic and much loved movie and no mistake about it. Please try harder.



GLOSSARY

MULTIPLE ROUTES

Most survival horror games are incredibly linear and lead the player through its structure with heavy hints and clues. Others, like *Resident Evil 2*, will introduce two characters that take different routes through the same environments to get around this.

MACABRE

Derived from an ancient dance of death. It now refers to anything that is gruesome or ghastly to the extreme.



MYTHOS

The characteristics or current attitudes of a culture or group, often recorded in heavy tomes.

PRERENDERED

Static backdrops that are often artistically lush but provide few opportunities for interaction. Having prerendered backgrounds also leads to viewing problems because the camera cannot move freely around the space, which limits the action.

RESTORATIVE HERBS

Weeds can be both good and bad. Some make you ill, some make you high and some just smell nice. The herbs in the *Resident Evil* games can be

MONSTER MASH

The creatures in survival horror titles tend to fall into one of three categories. Here's a description of each, if you can stomach it.

BIOLOGICAL FREAKS

These are everyday organisms that have been transmogrified – usually because of some malevolent experiment. Of course, these include humans and animals. Biological freaks are frightening because they will often retain some semblance of their original characteristics, like an eyeball popping out of a sweaty orifice or an elongated arm driving out of a body at an impossible angle. Freaks such as these are the staple of games like *Resident Evil* and *Gallerians* and will make you shiver!



Messy muthas: These groaning moanies aren't the sharpest tools in the box

LOVECRAFTIAN MONSTROSITIES

Many survival horror games have been inspired by the work of the eccentric author H.P. Lovecraft. Some say that he genuinely believed in the 'Old Ones' he vividly described in his books. These ancient aliens sleep beneath the earth only to emerge when prying eyes wake them from their slumber. The monsters in *Alone In The Dark* and *Eternal Darkness* are based on Lovecraft's mythos. They take many shapes, but are often vulnerable to a good old Shotgun blast, as is the way of so many survival horror freaks.



The freakier they come: Good old fashioned weaponry still kicks evil freak arse

NIGHTMARE CREATURES

Often the most frightening spirits are those that infect the mind. Apart from your typical ghostly apparitions, games like *Silent Hill* and *Fatal Frame* use surreal imagery to spook the player. Sometimes it's difficult to comprehend if the creatures in the game are real or imagined threats, and the ability for the designers to fully use the imagination has resulted in some truly horrific monsters. The contorted two-legged monstrosities in *Silent Hill 2* are particularly disturbing for the weak of mind.



Don't hurt me: These monsters don't listen to pleas for mercy

Silent Hill (1999) is one of the greatest, and often underrated, survival horror games to date. The most significant aspect of *Silent Hill* is its sense of freedom. Though signposts would often point the player in the right direction there was a whole town to explore. Fog and light was used incredibly effectively and static on an old radio would alert the player to immediate danger. At times it was a more frustrating game than

Capcom's efforts, but *Silent Hill* was more surreal, tense and disturbing.

In the US Kronos created *Fear Effect* (2000), an anime-style take on the genre. With beautifully rendered characters and environments it really stood out from the other B-Movie-style survival horror titles. Gameplay tweaks included a greater emphasis on close combat with John Woo-esque shootouts and a plot that drew influence from Chinese mythology. Unfortunately, long loading times and frequent deaths meant that few players were willing to see the game through to its conclusion. In the same year Ascii released *Gallerians*, which was inspired by the sci-fi noir film *Dark City*. The futuristic setting gave the creators free reign with



The nurse with no face: Proof, if it were needed, that *Silent Hill* makes you shit bricks



the narrative and they delivered with a crack-addled melange of supernatural hokum and semi-religious philosophising set in a dystopian future. It is both bizarre and captivating.

While many companies have used the genre as an excuse for film tie-ins (see *Licence To Kill*, *Brutally*) there have been few genuinely novel survival horror games. *Dino Crisis* (1999) replaced zombies with velociraptors but followed Capcom's tried and tested formula. However, in the last two years a few titles have emerged to really challenge the precepts of the genre. Climax Graphics' *Illbleed* (2001) contains a stunningly gripping premise: the player must play a character in a gameshow who must navigate through a trap-laden theme park to win a prize of \$100m. Although the poor combat spoiled things, the framing of levels, complete with behind-the-scenes glimpses of staff members setting up the next area, made for a welcome twist on the genre.

More recently Tecmo's *Fatal Frame*

//With graphics getting closer to photo-realism, expect the future crop of games to truly affect your every waking and sleeping moment//

(2002) employed a very clever photography element that gave the player opportunities to snap ghosts or objects to reveal clues to further progress. Also, Silicon Knights' excellent *Eternal Darkness: Sanity's Requiem* (2002) plays around with conventions even further by casting the player not just in one or two roles, but in an incredible 14! The introduction of a novel sanity meter also brings Hitchcock's cinematic techniques round full circle. For example, when the sanity meter drops to dangerously low levels camera angles skew automatically, or the player's character experiences hallucinations to the point where it begins to impinge on

reality itself. Volume settings or controller problem messages appear on screen – a completely unnerving experience.

And the survival horror game is showing no sign of deterioration. Capcom will no doubt commit to yet more *Resident Evil* titles on the next generation of Sony hardware when it arrives and you can also expect Konami and Infogrames to add to their famous series in the near future. With graphics getting closer to photo-realism everyday, expect the future crop of survival horror games to truly affect your every waking and sleeping moment. We suggest that you invest in some plastic sheets. ■

GLOSSARY

mixed together to heal, poison or restore health.

SANITY

The state of health of the mind. *Eternal Darkness* used a novel metre to chart the main character's terror. If it fell too low, strange effects would occur.

SAVE TAPES

Introduced in *Resident Evil* to allow the player to save the game in any room containing a tape writer. The fewer used, the higher your rating at the end of the game.

SCHLOCK

Derived from the Jewish 'sha-lock,' meaning excessively bloody or obscene.

TOME

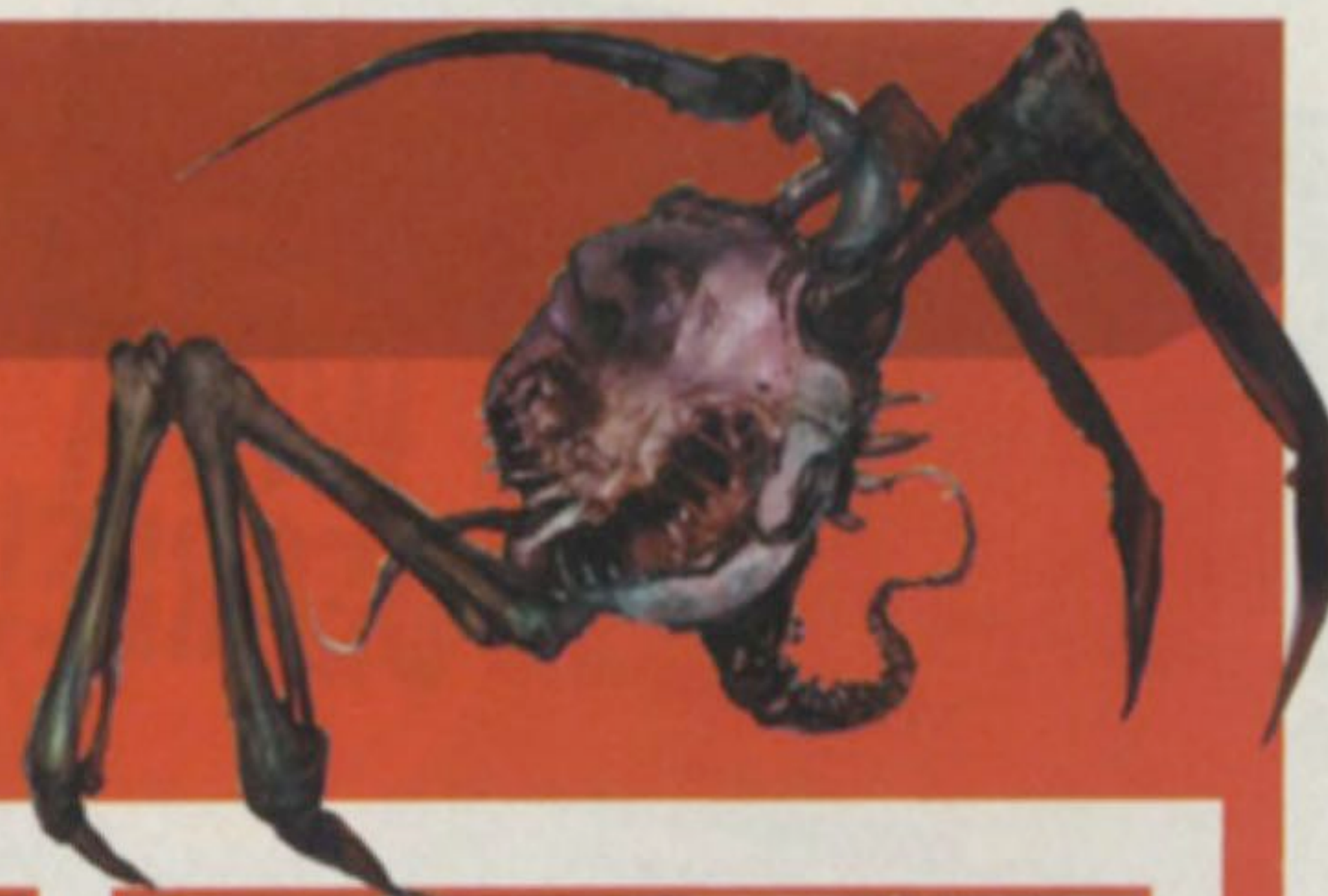
A very large book, probably dusty from years of neglect. It is likely to contain much arcana.

VIRUS

Zombies don't just pop up out of the earth – they need to be reanimated in some way. A deadly virus is usually the option game designers go for. Why such viruses are developed in the first place is often not explained. We only get to see the deadly aftermath.

THE BIG THREE

Survival horror games demand that you stand up and be counted. Twisting the plot a little we have pulled out the best of the genre for closer inspection.



RESIDENT EVIL (CAPCOM, 1996)

If it aint broke don't fix it. It's a mantra that has clearly been applied to the development of the *Resident Evil* games. The control system, atmosphere, restorative Herbs and save game Tape Ribbons are just as vital to the latest *Resident Evil* game as they were to the original. However, Capcom has managed to keep the series alive by refining many aspects of the formula, maintaining gamer's interest.

Resident Evil 2 introduced two characters with completely different routes through the story and the emphasis changed from running away and conserving bullets to blasting everything in sight. *Resident Evil 3: Nemesis*, as the title implies, spiced things up by introducing a vicious character that stalked the player through certain sections of the game. But it wasn't until *Resident Evil: Code Veronica* that Shinji Mikami decided to make the move to true 3D rather than prerendered backdrops. Once again the emphasis was on combat and the heroine, Claire Redfield, could even use two guns at once. Most recently Capcom released *Resident Evil* on GameCube. While it retained many of the locations found in the first title, sumptuous visuals and brilliant lighting effects made this all the more creepy. Expect the next Mikami masterpiece *Resident Evil 4* in 2003.



ALONE IN THE DARK (INFOGRAMES, 1993)

Three years before anyone had even heard of the term survival horror a groundbreaking game came along from Infogrames called *Alone In The Dark*. Though the game has not stood the test of time as well as *Resident Evil* it is unquestionably the great grandfather of the survival horror games.

Twisted camera angles, monsters jumping out of closets and libraries full of clues and scrolls had gamers in raptures back in the day. *Alone In The Dark 2* came along a year later and, though it used the same game engine, the change of emphasis to combat (that didn't work within the rigid framework) was a bit of a shot in the foot for the series. Thankfully *Alone In The Dark 3*, released in 1995, improved matters with a decent plot revolving around the disappearance of a film crew in the Californian ghost town of Slaughter Gulch. But it wasn't until 2001 that Infogrames decided to release another game in the series in *Alone In The Dark: The New Nightmare*. It had better head-scratching puzzles than the *Resident Evil* games, but predictably, the combat felt awkward. It looks as though the game's main character, Edward Carnby, has had his day, but his influence on the survival horror genre cannot be understated. However, it feels as though Infogrames missed out on a big cash cow.



SILENT HILL (KONAMI, 1999)

Konami's superb answer to *Resident Evil* is often maligned because of its confusing plot and surreal nature. But if anything, the game was a much more daring and disturbing game than anything that came out of Capcom's R&D departments. Indeed, small knife-wielding child-like creatures that attacked the player in the Japanese version were cut out of the game when it was released in the UK.

Much of the game's atmosphere came from the lighting and fog effects (also a clever way to get around the PlayStation's poor draw distance capabilities) and an ending that altered depending on the actions taken throughout the game was incredibly novel. Heart-pounding set-pieces – girls crying over the telephone, video screens flickering with awful images, and monsters chasing you through the deserted streets – added to the game's unique appeal.

Silent Hill 2 on PS2 and Xbox has built upon the qualities of the original with stunning visuals and a joystick that feeds the main character's heartbeat into your hands. Konami is already working on a third *Silent Hill* title, due out by the end of 2003. We suggest that you take plenty of rest while you can because next year you will find it very hard to sleep once Konami's latest monsters have infiltrated your subconscious.



ZOMBIE

A living creature that has died and been reanimated in some foul manner. Although they're slower than a Stannah stairlift, zombies are disturbing because they still retain many human characteristics...and they groan!

GAME SWOT

The entries getting better, but they're not good enough. **PLAY HARDER!**



Ah, the entries have come in thick and fast so we're awarding our first degrees this issue! It's the same exam as last month so if you haven't already entered now's your chance. Remember, you don't have to do the whole lot, just have a stab at as much as you can. And who knows, you might become the proud owner of a degree!

GRADES

As with a real degree, you'll be graded according to your performance. We'll print the names of the best candidates every month and only those that graduate with the best grades will receive their certificate.

FIRST

You have probably learned little from the University Of Life. But in videogaming circles, you are an egghead par excellence.

2:1

Congratulations! You are indeed a talented gamer. Even gifted maybe.

2:2

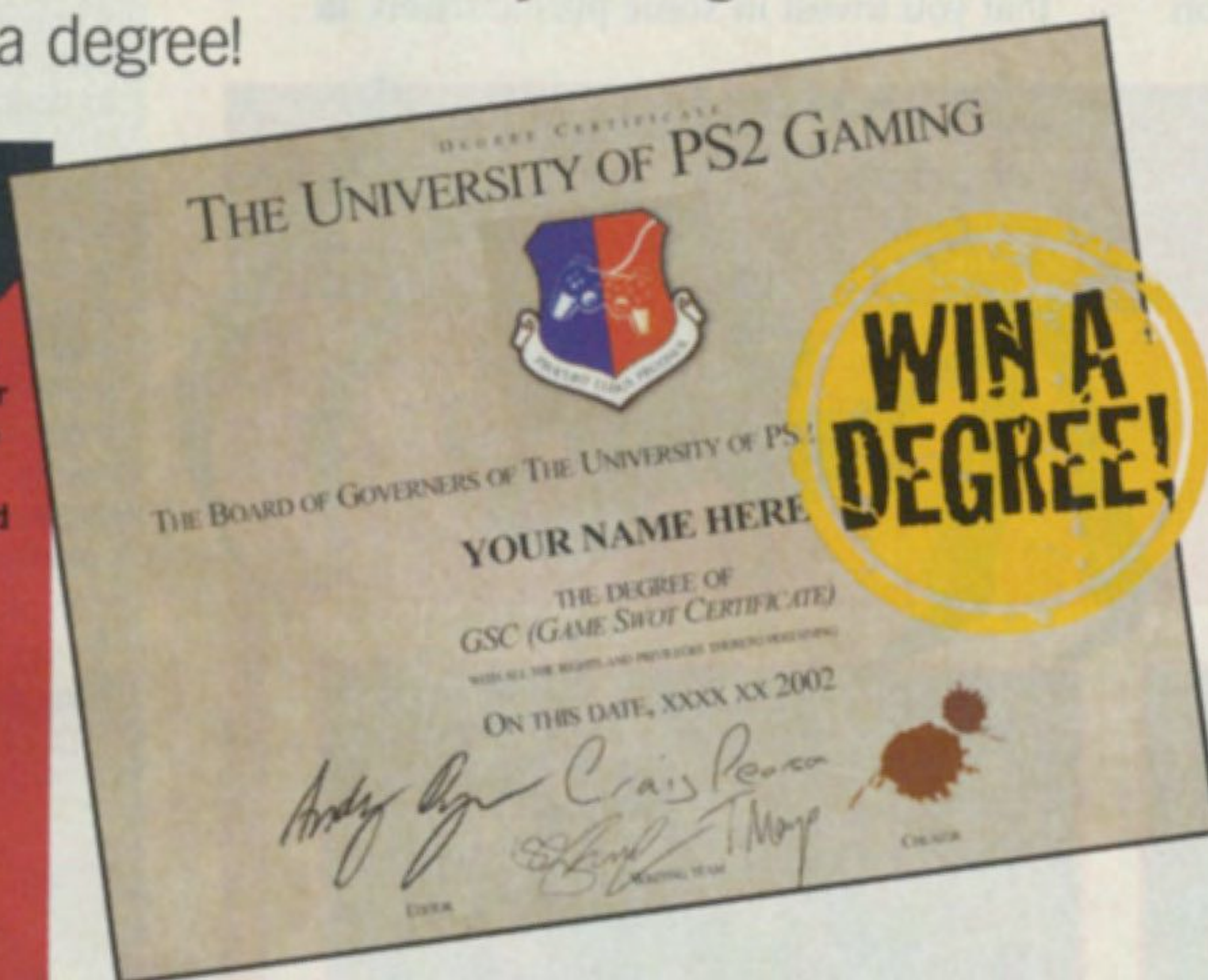
A little less time spent getting grogged on cheap cider at the student union bar and you might have done better. Still, you know your stuff.

3rd

Maybe you should have gone for that sociology degree after all. You are a workshy top. You might crave the company of gamers, but you are NOT one of them. Please leave now!

UNGRADED

You are either a privileged and woefully thick toff whose parents paid his way into higher education, or you're a retired arthritic nutter. Go away and help the butler!



THE CHALLENGES

WHAT'S IT ALL ABOUT?

This examination will test your gaming skills and knowledge to the limit. Over the coming months, we will print the details of the best performers and the high flyers will get a certificate advising them of their Official BPS2 (Bachelor Of PS2 gaming) Degree grade.

PAPER 1 CHALLENGES

Five games, ten challenges, and you can try out as many or as few of them as you want (depending on which games you have). Each challenge successfully completed will give you two percentage points towards your final grade.

PAPER 2 MULTIPLE CHOICE

Your gaming knowledge is again tested here. There are 25 questions which represent 50% of the overall score.

PAPER 3 NAME THE GAME

Ten screen shots, each worth 2%. But only if you can successfully name the games shown.

PAPER 4 WRITTEN

Each couple of months a new written question will be set and you have to provide us with a 200 word piece on the given subject.

SITTING THE EXAM

There's an easy to fill out entry form over the page (which you can photocopy if you don't want to ruin the mag) and when you're done, send it in to:

GAME SWOT, Official Tips Mag, 30 Monmouth Street, Bath, BA1 2BW

Turn your papers over and... BEGIN!

THE RESULT'S SO FAR

MICHAEL BUEKE, DUBLIN – Papers sat 1/2/3/4,
Merit awarded for: Completing ever single paper and challenge
Overall Grade: 2/1 (Certificate awarded)

DAVE ASHTON, SPALDING – Papers sat 1/2/3/4
Merit awarded for: Colourful Fieldwork paper
Overall Grade: 2/2

SEB WALLACE, READING – Papers sat 4
Merit awarded for: Eloquent defence of MGS2's cut scenes.
Overall Grade: 2/2

MATT SAPSED, HITCHIN – Papers sat 2/3,
Merit awarded for: 60% plus score on Multiple Choice
Overall Grade: 2/2

EDDY MARTIN, ST ALBANS – Papers sat 1/2/3,
Merit awarded for: GT3 Trial Mountain time 1:15.980
Overall Grade: 2/2

PAPER 1 CHALLENGES

Five major games, loads of challenges. Take on as many or as few as you like. You will be graded according to your performance. Top scores will be printed each month for the individual challenges as well as for top overall grades. Pop your knuckles and get cracking!

GAME 1: GRAND THEFT AUTO 3

01 How many people can you kill in one minute?

02 We want you to manage to spend 240 seconds in the air in the Dodo. Simple. Actually it's bloody hard but that's exams for you.



PAPER 1 CHALLENGES CONT.

GAME 2: FINAL FANTASY X

03 Dodging 200 bolts on the Lightning Plains is necessary to earn the Venus Sigil for Lulu's Onion Knight, but we want you to double that. Yep, at LEAST 400 bolts successfully dodged. Think you're up to that little challenge?



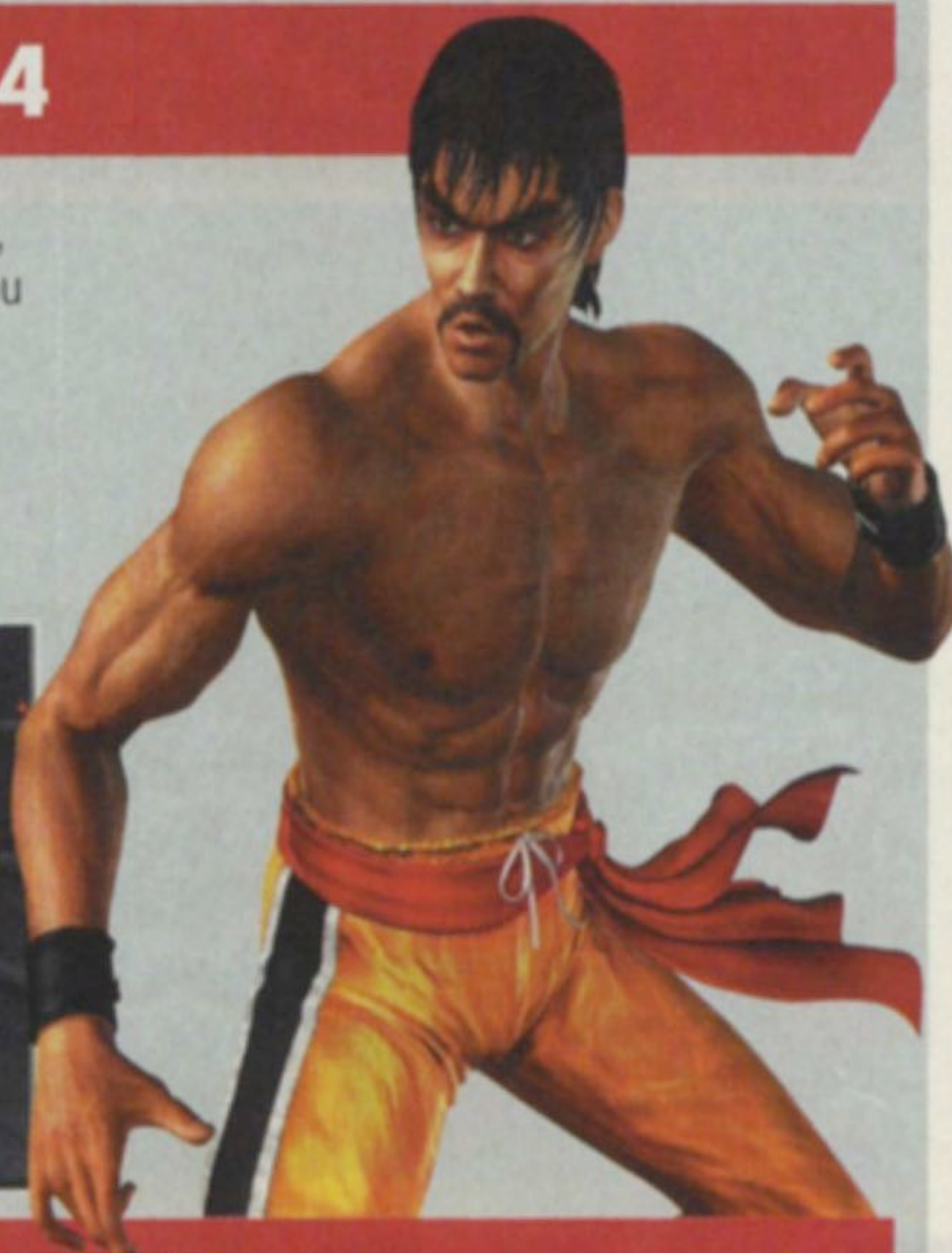
04 Getting every single node with a single character is difficult, and time-consuming, but do it anyway, because then you'll earn our undying love and respect. Obviously, the more characters you can do it with, the higher our estimation of your gaming skills...



GAME 3: TEKKEN 4

05 With whichever character you choose, defeat 100 foes in Survival Mode. If you can beat more than this, then all the better.

06 Complete Tekken Force Mode – that's enough of a challenge on its own we reckon.



GAME 4: GTA CONCEPT

In the Course License Mode beat the following times:

07 Tokyo R246
1:46.00

08 Swiss Alps
1:32.00



GAME 5: SSX TRICKY

09 SNOWDREAM
1,064,177

10 ELYSIUM ALPS
2,174,282

PAPER 2 MULTIPLE CHOICE

11 What's the name of Jak's diminutive chum in the game Jak and... oops! Nearly gave it away!

- a) Dexter
- b) Dexter
- c) Fletcher

12 What's the name of the evil corporation responsible for the T-Virus in the Resident Evil games?

- a) Microsoft
- b) Parasol
- c) Umbrella



13 In which game do you have to fight the Big Ogre Demon?

- a) Onimusha Warlords
- b) Blood Omen 2
- c) Britney's Dance Beat

14 Which of the following is not one of the movies featured in Stuntman?

- a) Bedtime for Bonzo
- b) Toothless in Wapping
- c) Live Twice for Tomorrow

15 The mascot character from the Ridge Racer games is:

- a) A cute young bit of [artificial] Japanese totty called Ai Fukami.
- b) Bob, a surly duck with a cigar and a huge stetson.
- c) An anthropomorphic car with a cheery grin and big red wheels.

16 What does each vehicle in Grand Theft Auto always have?

- a) Leopardskin bucket seats
- b) A radio
- c) A pair of pink fluffy dice



17 What does 'Tekken' mean?

- a) "I am English! How much for a return to Kyoto?"
- b) "Help me, I have stabbed myself in the eye with a chopstick!"
- c) "Iron Fist"

18 What's the name of the main character in Devil May Cry?

- a) Dante
- b) Donkey
- c) Margaret

19 We all know Tiger Woods and his PGA golf games, but what do the initials 'PGA' stand for?

- a) Professional Golfers Association
- b) Proctology Golfers Association
- c) Professional Golfers of America

20 Baldur's Gate: Dark Alliance uses which roleplaying system?

- a) T&A
- b) C&A
- c) D&D

21 Tony Hawk is a famous...

- a) Dentist
- b) Tree surgeon
- c) Skateboarder



22 Which of these animals do you have to herd in Herdy Gerdy?

- a) Droops
- b) Dangles
- c) Goolies

23 In the Legacy Of Kain games, Kain is a...

- a) Werewolf
- b) Vampire
- c) Tax man

24 On which historically significant date was the father of Metal Gear Solid's Otacon born?

- a) June 6, 1944 – the day of the D-Day landings
- b) May 16, 1943 – the day of the 'Dambuster' bombing raids
- c) August 6, 1945 – the day America dropped the atom bomb on Hiroshima



25 Parappa The Rappers' girlfriend is a...

- a) Sunflower
- b) Slug
- c) Man

26 Maximo, Onimusha Warlords and Kengo: Master of Bushido all have something in common, but what is it?

PAPER 2

MULTIPLE CHOICE CONT.

- a) They all contain music written by Burt Bacharach
b) They all feature attacking skeletons
c) They all involve fighting with swords

27 In *Spider-Man*, who is behind the Spidey mask?

- a) Norman Osborn
b) Peter Parker
c) Terry Nutkins

28 Which of these weapons does not appear in *MOH: Frontline*?

- a) Colt 45
b) Walther P38
c) Uzi 9mm

29 He may sound crap, but *Pro Evolution Soccer*'s commentator, Terry Butcher, was actually an excellent player for which equally excellent team?

- a) Ipswich Town
b) West Ham
c) Arsenal



30 The eponymous hero of *Ico* is unusual because...

- a) He has a third nipple
b) He has horns growing out of his head
c) He was born in Cornwall

31 What can Leanne Tweeden be found riding in *Freekstyle*?

- a) A motorbike
b) A badger
c) A uni-cycle

32 Which of these is an unlockable character in *Tony Hawk's Pro Skater 3*?

- a) Maradona
b) Darth Maul
c) Chairman Mao Tse-Tung

33 Monkey Toss, School Boy and Mudhole Strikes can be found in which game?

- a) Virtua Fighter 4
b) WWE Smackdown! Just Bring It
c) Britney's Dance Beat

34 What do the initials 'FPS' stand for?

- a) Fully Playable Shooter
b) Frag People Silly
c) First Person Shooter

35 What is your 'weapon' in *Project Zero*?

- a) A hairdryer
b) A Natterjack toad called 'Eugene'
c) A camera

PAPER 3

NAME THE GAME

Right, this bits all very straightforward. All you have to do is tell us which PS2 games these screen shots are taken from. It really is as simple as that. Oh, and if a game has a particularly long name, you can abbreviate it on the answer paper if you like.



PAPER 4

WRITTEN

Please provide us with 200 words on the following question. Remember, there is no correct answer. The witty entertaining candidate can score just as well as the dry yet informed one.

46 Question: What natty features do you think Sony should put in the PlayStation 3 when it comes out in a few years?

ANSWER PAPER

REF: PS2EXAM02

PAPER 1 - CHALLENGES

Note: If you cannot fit all your results in the space provided, please print them on a separate piece of paper and enclose them with this answer paper. And try to send proof if you can.

GAME	CHALLENGE DETAILS	RESULT
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

CANDIDATE DETAILS

NAME _____
NICKNAME (if you want to use one) _____ AGE _____

PAPER 2 - MULTIPLE CHOICE

Circle the answers below:

- | | | | |
|----|-------|----|-------|
| 11 | A B C | 24 | A B C |
| 12 | A B C | 25 | A B C |
| 13 | A B C | 26 | A B C |
| 14 | A B C | 27 | A B C |
| 15 | A B C | 28 | A B C |
| 16 | A B C | 29 | A B C |
| 17 | A B C | 30 | A B C |
| 18 | A B C | 31 | A B C |
| 19 | A B C | 32 | A B C |
| 20 | A B C | 33 | A B C |
| 21 | A B C | 34 | A B C |
| 22 | A B C | 35 | A B C |
| 23 | A B C | | |

PAPER 3 - NAME THE GAME

Note: Either copy the printed map from scratch or blow it up on a photocopier, fill it in and enclose it with your answer paper.

- 36 _____
37 _____
38 _____
39 _____
40 _____
41 _____
42 _____
43 _____
44 _____
45 _____

PAPER 4 - WRITTEN

46 Write your 200 word answer out on a separate piece of paper and enclose it with this answer paper.

ADDRESS _____

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OFFICIAL MAGAZINE-UK

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TIMESPLITTERS 2

WALKTHROUGH

THE FACTS: ● GAME NAME **TIMESPLITTERS 2** ● PLAYERS **1-4**
● MEMORY CARD SPACE **245KB** ● DIFFICULTY **HARD** ● COMPLETION TIME **5 DAYS**

TIME SPLITTERS 2



FIRST AID

Avoid getting spun out by the vast gaming area – follow your nose and check these top timely tips!

You've conquered the beaches of Normandy, lived a *Half Life*, and even battled dinosaurs. But can you manage to outgun time travellers... and monkeys?

MAG VIEW

"Expansive in every sense, this is an essential purchase for anyone in possession of a Playstation 2 and a central nervous system. Magic."



GRAPHICS 10

SOUND 10

GAMEPLAY 09

LIFE SPAN 10

VERDICT

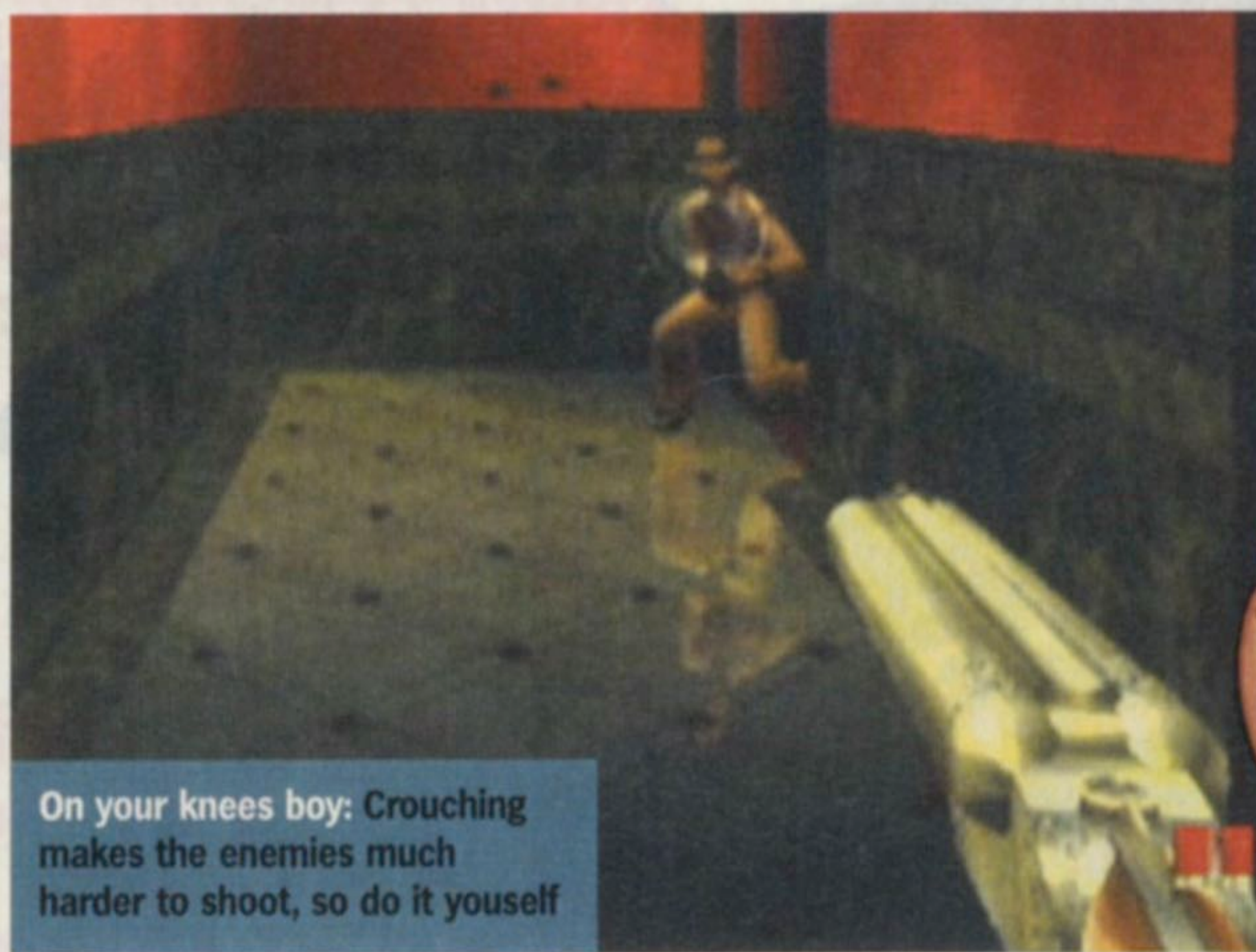
10

01 CROUCHING TIGER



One of the features that takes the longest to get used to is the crouching. Even though it reduces your speed, you're a much smaller target and are far less likely to get hit (but you're still vulnerable, remember that). The enemies use it all the time, so why not you? There are a few situations where crouching is a good idea. If you're having a shoot-out with someone a fair distance away, you can hide behind landscape objects such as metal crates or barrels. You can then

snap up with your target on, let rip then crouch back down to safety. There are also moments when even if you're just exposed in a street, crouching makes you a smaller target. Even when you're walking you can still stay in the crouch position but it drastically slows you down (so it's not so hot when you're on the run or in pursuit). Experiment with different situations to see where it comes in handy and where it's just a hindrance. Eventually you'll know when it's better to adopt a small and slow approach or go big and fast instead.



On your knees boy: Crouching makes the enemies much harder to shoot, so do it yourself



BEAT THIS

CAN YOU DO THE WINDOW BRICKING CHALLENGE ON THE SIBERIAN LEVEL WITH 17 SECONDS



UPLINK

The uplink is your most trusted item, it gives you a map of the level around you, shows you where enemies are and even



indicates a camera's view range. It doesn't show you any of the level that's on other levels (like a floor above or below for example). It also shows you where the Time Crystal is (eventually) so it's a most essential piece of kit. A great tactical use for the uplink is checking out enemy patrol patterns. You'll be able to see if they're about to walk around the corner so you can have your target hovering where their head will appear (rather than fumbling with the target once he's already there) and you can even see how many enemies there are, perfect for choosing which weapon you're best off equipping to do the job. There's also another use for it, which will please old-skool gamers no end. You can collect cartridges for it and play on it like you'd play a Gameboy! The game's aren't quite as good as TS2, though. Still, it's an escape from the bloodshed...

02 QUEENSBURY RULES



The final resort in most games is the bare knuckle approach and, as a TS2 novice, you'll find this happening regularly as you will use far too much ammo by missing headshots. The fists can actually be a pretty awesome force when you've got to grips with their basic, savage ways. You've got about as much range as a battery hen, but one good punch on the back of the head kills most and even one good punch in the face can decapitate some baddies (like them mutants in the Siberia level). If you ever feel like doing something different and highly challenging, try and do the first level in a stealthy manner and kill all the soldiers and mutants using punches to the back of the head (OK, the Helicopter, Mini-Guns, flaming zombies and Special Forces, probably not). It's a great challenge and



Chinnings: One dig to the head sees these freaky fellas decapitated. They sometimes duck, mind

mastering the art of the good old chinner will come in very handy in those desperate, bullet-starved moments. Also, in multi-player, there is no finer, more satisfying way, to kill your mate. It's more disrespectful than tipping Tizer into their trainers.



White hot blasts of wisdom for mastery of the game...

ON MY HEAD SON

In real life, if you shoot someone in the leg, it hurts. You shoot someone in the head, they're dead. This is the same for the baddies in TS2, and learning how to make a hole in their skulls is the single most important skill you need to master (or you've got no chance of getting through the game). Holding down **R3** brings the crosshair up (and zooms in on some weapons) so you can pin point your exact target.

There are many reasons why headshots are an essential part to success in the game. Dropping an enemy quicker means they can't fire back, it means you can go onto the next baddy quicker and, most important of all, you save ammo for later use, a fundamental feature at the game's core. At first, practise moving the target while stationary to get used to the basic movement and balance of the crosshair. Then, once you get used to it, try moving both yourself and the crosshair at the same time so you're not a sitting target for the bad guys. Eventually, you'll become so good, you'll be able to spin around in a circle while keeping your crosshair targeted, shooting lots of baddies in all directions. We did say eventually!



Shoot to kill: Nice and gently, hover the target over the face and shoot



LEFT ON THE CLOCK? IF SO, YOU MUST BE VERY HANDY AT CHUCKING BRICKS! ■

TIMESPLITTERS 2

WALKTHROUGH

03 RELOAD



Most weapons need to be reloaded, be it Clips that need ramming into the Pistol, Shells into the Shotgun or Arrows into the Crossbow.

It's essential that you keep reloading your weapons whenever you get a chance (and always before running into a gun-fight). If your Clip runs out in the heat of battle, you're gonna get caught with your pants down and will take damage (if not death) if you're performing the time consuming reload while you've got a room full of bad

guys popping bullets your way. If you see in horror that your Clip's about to hit zero while you're in battle (which sometimes can't be avoided) don't panic! Rather than waiting until the Clip's empty, start backing away to a safe spot while you've still got a few bullets to make your retreat an offensive one (and that doesn't mean swearing as you're legging it backwards!). When using the Crossbow, always bear in mind that if you have the Arrow tip flaming, it will go out if you reload. This logic goes with other weapons too.

Prepare For Action: Every single opportunity you get to reload, do so, especially when there's a huge hint of danger ahead

"You'd better check it out before we go anywhere" Why I ought to...

MULTI-PLAYER MASSACRE

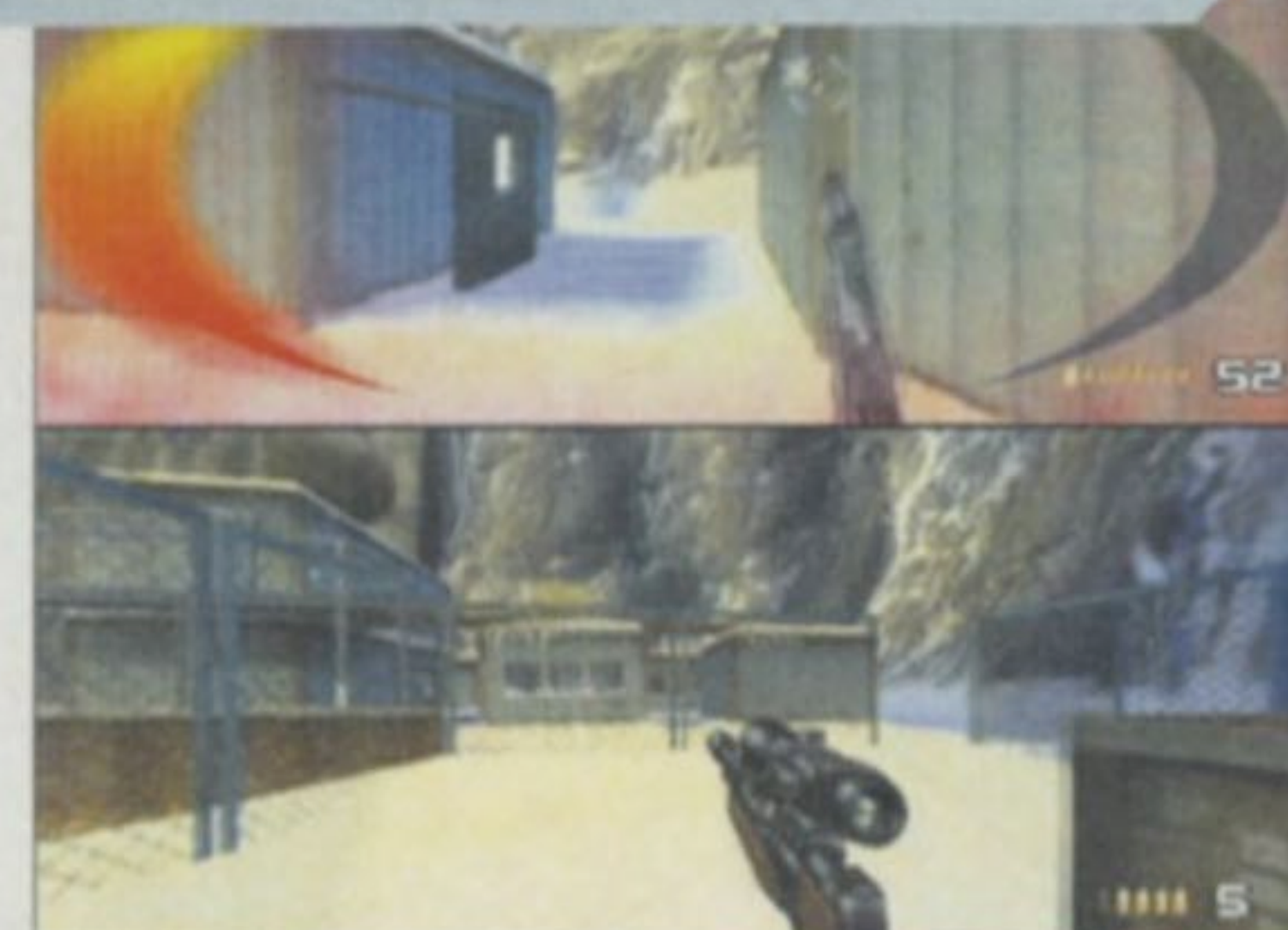


CO-OP STORY

They say a friend in war is a friend for life, and having a mate-at-arms certainly helps proceedings when battling

through the co-operative Story Mode. There's lots more tactics involved with this mode. One of you can be hidden away in the distance with a Sniper Rifle, taking enemies out carefully and methodically, while the other player goes gung-ho into the thick of the action. There are other advantages, if a level's got lots of switch flicking or puzzle solving, one player can attend to the thinking parts while the other's taking care of business with a smoking barrel. Another aspect you're gonna have to consider is weapon and Ammo distribution. If you're a master of the headshot, and you're mate's not quite sussed it yet, there's a few things you can do. You could make sure they've got more Ammo by leaving it for them, or you could completely change your entire game strategy by having your mate sat in the background doing all the leg work and switch flicking while you take the front line alone and use your head popping skills to full effect. Always remember where

your buddy is and talk while playing rather than just running off on a mad one.



Co-op discounts: Two for one's a great deal indeed. Having one person back, covering with a sniper rifle, is a super tactic

ALL HUMAN DEATHMATCH

Well, the first and most important lesson is to keep your eye constantly hovering over your mate's section of the screen, knowing where they are and what weapon they're carrying is far and away the most important aspect. There's no definitive way to win Deathmatch games, it depends too much on who you're playing against. If they're better than you, all you can do is soak up as much about their tactics, weapon choices and preferred hiding places, and try to remember their patterns (and they will have patterns, everyone does!). Here's the sneaky bit - when they've gone home to watch telly and eat chicken drumsticks, practise against bots. Another good tactic is to try and mislead you mate. For example, he'll be trying to work out what you're gonna do next, and he'll be watching for patterns. Mix it up, it's even worth doing some utterly random behaviour like running down corridors that lead to nothing or doing the odd manic run through the middle of a huge line-of-fire war zone shooting in random directions. It'll mess with their head and all they've learnt about your patterns will be chucked in the bin, giving you the cutting, or shooting, edge.

04 GANG BANG



There's lots of scenery that explodes when you pump a few bullets into it. Crates, oil barrels and lots of other stuff can be popped into a shower of fire and debris, killing all that is next to it (or at least damaging them somewhat). They're useful for taking out stuff like cameras when you're lacking a direct line of fire and good for starting fires (especially early on in the Wild West level with the jail break). You can even try and start chain-reactions with these explosions if you're feeling particularly adventurous. Of course, these explosive objects are also lethal to you if you happen to be in the wrong place at the wrong time, so steer clear of them

when you're in a fire-fight or you could take the blast. Definitely don't use them for cover when you're crouching in a fire-fight!



Play The Drums: There's a camera just around the corner, shoot this oil drum to knock it out with ease



Pick Your Weapon: Going up against a plasma rifle with a pistol will end in tears, best run until you find something beefier



Party popping: The radar's your best friend in deathmatch, keep your eye trained on it

BOT & HUMAN DEATHMATCH

The bots in TS2 can have incredible AI, almost akin to Agent Smith like in *The Matrix*. The best way to bag the most kills is to let them fight each other and try and get in the last shot, meaning they've done the work yet you get the point. Very sneaky stuff but it's an easy way to rack the points up and anyway, it's all fair in love and war. There's another feature that's built into the deathmatch arenas that's useless in human only fights, but superb when you've got lots of bots legging it around – the remote control Mini-Guns. You'll always be able to wipe out high numbers of baddies with these babies with bots zipping past all the time. Also, use Grenades more on the big player deathmatches. There's nothing better (for satisfaction and points) than slinging a Grenade into a cluster of enemies who are all battling each other and then watching them all hit the deck while your score explodes in the same fashion as the Grenade did. But you've still got to mince your mates at the same time, so be wary that they might be looking at your screen and try to reduce their number of kills by killing them as often as possible.

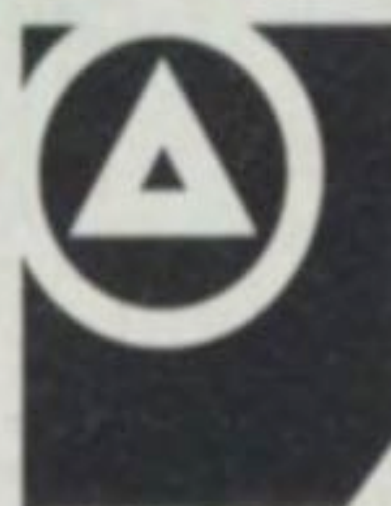
CAPTURE THE BAG

This is a great game where both teams have a bag on each side of the arena and you need to run over to your opponents base, swipe their bag and drag it over to your own, under heavy fire, naturally. There's a number of ways to play this. The best is co-op with humans versus bots. The best tactics are to have someone in defence and someone who's going to go after the bag. Have the person who's best at running and shooting at the same time be the bag collector with the one who can shoot best from a stationary position defending the bag... with a massive Rocket Launcher, natch! There's lots of cloaking devices which are best used by the bag snatcher so they can get into the base without being spotted. Also, if you're in defence and you see your mate charging your way with the enemies' bag and there's a small army on his tail trying to pop a cap in him, run forward and take the flak. Being killed doesn't matter a damn, so it's worth taking the bullets so your mate can get the flag home.



Old bags: The bag snatching's top fun, but remember that protecting the bag is far more important than getting kills in

LEVEL ONE: SIBERIA 1990



First up, grab the Sniper Rifle and the Pistol. Take out the guard in the distance with a sniper shot to the head and knock out the camera to his right (shooting the lens does it in one shot). There's a few more guards over to the right, take a few down with sniper shots then steam in and finish them off with your pistol. There's another camera in between the buildings, so take out that before you do anything else or reinforcements will turn up. When everything's been cleared, roam around the insides of the buildings. In one room you'll find Sniper Ammo, in the other two you can enter you'll find a closet that you can open. You need to destroy these with the Timed Mines that you'll need to pick up. Run to the building with the radar dish and run upstairs to the top floor. Press the switch so it flicks green, this opens the entrance to the dam. Run out and across the planks to the room with the locked door – be quick, a sniper's appeared on top of the damn popping shots your way. Drop down through the hole in the ceiling and grab the Timed Mines. Equip the Sniper Rifle and leave the building. The swine's at the top of the dam on the left in the window. Slowly edge back from the building so you're not fully exposed then crack him one in the mush. Now go to the two closets in the buildings, open them and chuck a mine in each one, destroying the papers inside. Now chuck a mine at the radar dish – first objective complete!

DAM-NATION

Run into the dam's entrance. At the bottom of the corridor is a lift, but there's no power yet so ignore it for the moment. Run up the stairs, when you see the steam, crouch using **C** and walk below the jet. Keep running up the stairs and you'll encounter a guard (one shot to the head!) then a camera. Blow the oil drum up from around the corner to take the camera down. Keep going onwards up the stairs, taking out the odd guard then, when you reach floor five, you'll find a door in front of you. There's a fair few guards beyond this door – you can take out a few with the Sniper Rifle by shooting through the narrow window. As for the left overs, run in and waste them with Pistol shots! You'll also pick up a S47 Machine Gun – a very nice weapon indeed with a Grenade Launcher



Headache: If you're just picking up TS2 for the first time, killing these chaps with a punch will be hard. Shoot 'em instead

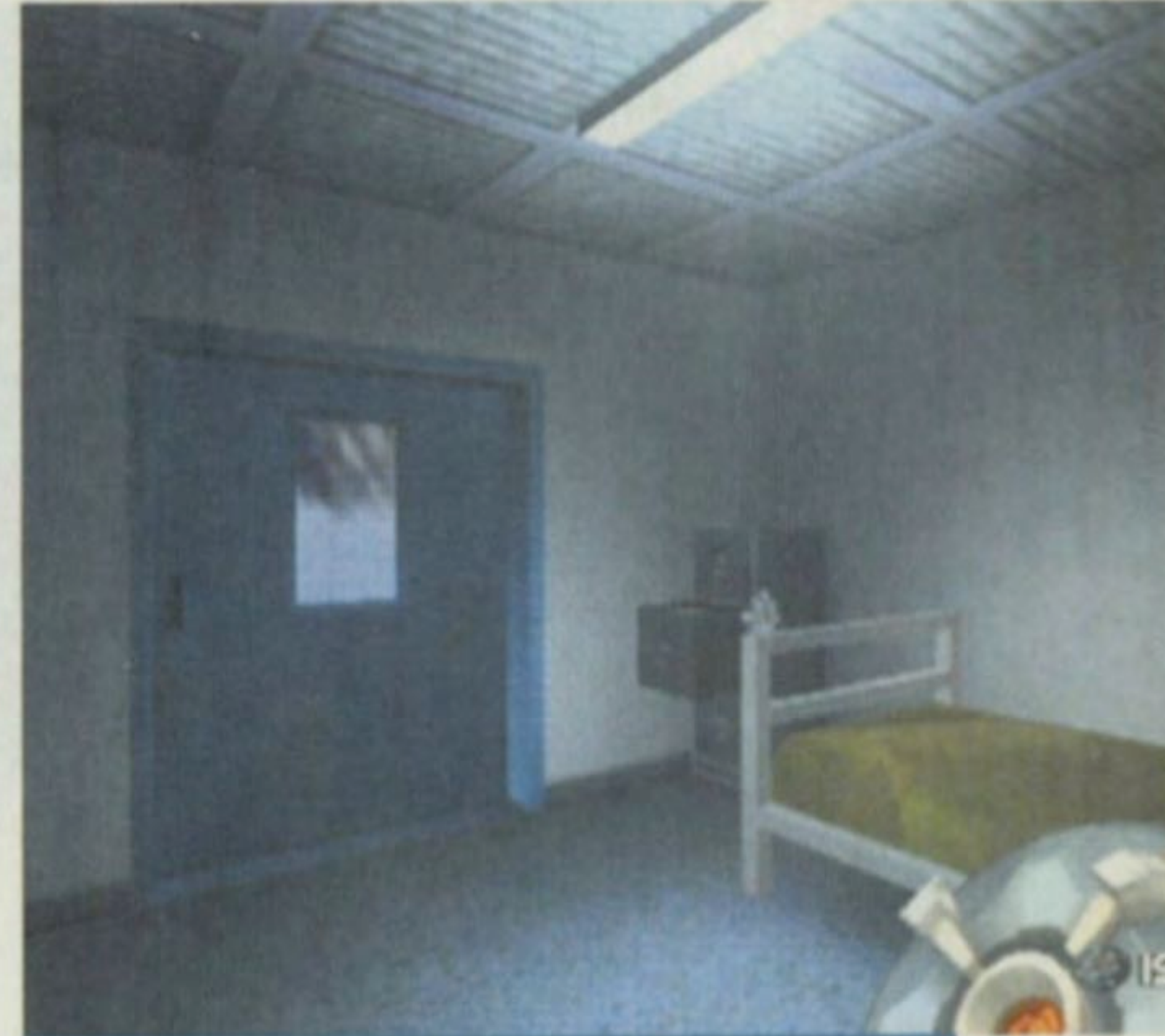


Freaky dancing: This party dude will be your first of several million kills. Use the Sniper Rifle for a nice easy termination

attached. Don't waste Ammo or horrors will await you further into the level. This long corridor ends with a steam jet blocking your way to the end. There's three little rooms on the left, run into all of them and spin the wheels to release the pressure and turn the steam off. Run through the door and down the stairs and take the guards out. You'll end up at a locked door, hit the button on the right to open it, but back off – there's a camera just outside that needs taking out so shoot it. Once done, run up the stairs, go right and run around the building hugging the walls. There's another sniper at the top-right of the



Mini-Guns: These roof mounted muthas either need blasting (like the two looking into the control room) or controlling to take out the odd guard (like the one behind door two)



That's mine: Remember to open the cabinet (exposing the evidence) before chucking a Mine at the bleeder

dam, drop him sharpish with your Sniper Rifle. There's a few guards on the prowl, take them out one at a time before entering the door on the far side of the building.

CRYSTAL LOCATED

Your uplink now shows you where the time crystal is, but you're a bit off yet. In the room to the left you'll find two guards, take them out quickly (starting with the one on the right) before they trigger the alarm. The Anaconda cart is on one of the shelves – enjoy! Run down the stairs, the door on the left leads to a shower, you might need this later when Flame



Love this: These two Rusky soldiers are about to meet with a grisly end. The big question is, will they go out with a bang...?

TIMESPLITTERS 2

WALKTHROUGH

Bio-Hazard: Three Mines on the sides of this box of horrors will see it blown to smithereens



Got a light?: When this fella heads down the stairs, go for heashots while legging it backwards



Throwers turn up, it'll put you out if things get hot. Keep going round and take the guard out in the corner, then the camera to the right. There's a little blue door on the right, in there is the third closet with papers, so use a Timed Mine on 'em. There's another two cabinets further on, open them both and use only one Mine. You've reached the first and only restart point now, you'll probably find yourself returning here a few times, it gets tough. Keep on going down the stairs and you'll enter a large open room with a fair few guards. Try and take them out from a distance with sniper shots, do not let rip with the S47 and waste Ammo! Once they're dead, run up the stairs onto the platform and look up to the roof. See the two Mini-Guns? Take them out with Pistol shots. Now run up the main stairs and into the control room, flick the switch on the left to open the door to the caves. Run down into the caves, go into door one and grab the Grenades and Health, in door three you'll find Mines. Ignore door two for now, just keep running around into the cave. This is where the two soldiers died in the intro FMV. Grab the Time Crystal and run back through door two. Go into the room on the left and have a go on the joystick, you'll now have control of a camera and a roof Mini-Gun. Rip the guard to shreds with it, then press the two switches opening the next two doors.

MUTANTS ATTACK

Grab the Shotgun on your way and run down the corridor. Now things get tough. You will be fighting weird mutant creatures and you must try and shoot them in the head! Once you pick up the disk, the room goes red and

they'll crawl off the floor and attack. Use the Shotgun to decapitate them. Run back to the control room and enter the disk into the computer. Rooms one and three will now start pouring out mutants. Run back and blow them away, use Grenades and the S47 if they're getting too much. There's a Flame-Thrower in room one, it's a risky tool because you might go up in flames. Beware – those bald headed mutants run at you when on fire and try to set you alight, flame doesn't kill 'em! Run back to the digging site, and after all the mutants are dead use three Mines to take out the bio-hazard. Now all hell breaks lose, Special Forces have entered the building and these guys move like lightning. You've got to back track to the main dam with the lifts and get to the top of the dam. On the way, you'll have to kill all the mutants and Special Forces, not easy, but they fight each other so let them reduce each other whenever possible. If you get cset on fire, use the shower room to cool off. Also, you can use the fire extinguisher to put out any fire blocking your path.

CHOPPER HORROR

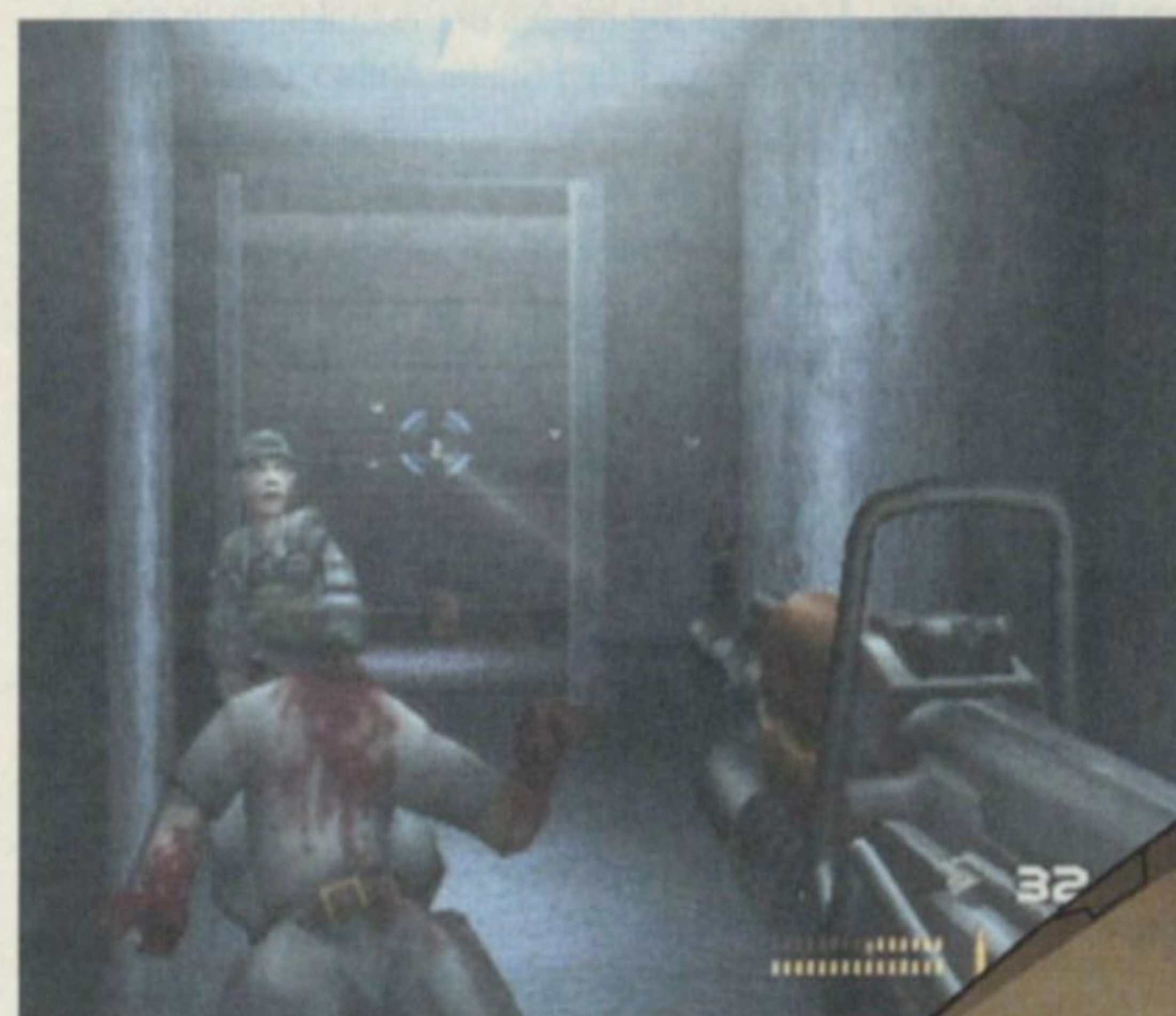
When you reach the lift, take it to the top of the dam. A Russian Helicopter turns up and needs a good blasting with one of the two Turrets. You've also got Special Forces running onto the scene from the lifts. You've got Rockets on the Turrets, use these on the chopper then the rattling gun to finish it off. Remember to take out approaching soldiers with your own weapons (preferably the S47 if you've got any Ammo) or they'll stand in your face shooting at you. When the chopper's down, the Time Portal appears. Run through it, job's a good 'un!



Crystal amazed: Your first Time Crystal. These are the fellas who got whacked in the intro. You can't grab their wallets...



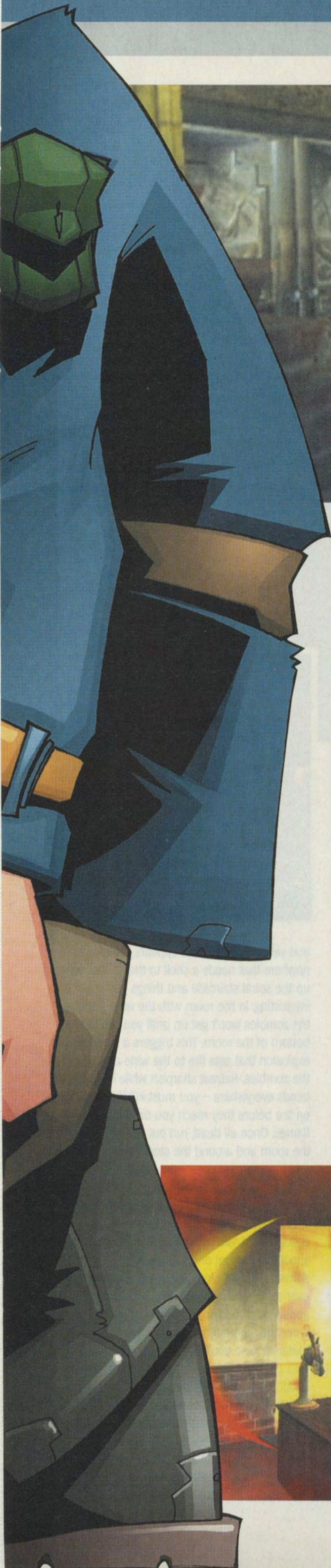
Portal: One last run across the top of the dam and you'll be home free. Best not get shot on the way by this guard though...



Maximum Carnage: The pathway to the top of the dam is filled with mutants so tread wisely with your weapon cocked!



Come fly with me: Use the missiles on this floating terror, they'll wipe it's energy out and a few rattling bullets will finish it off

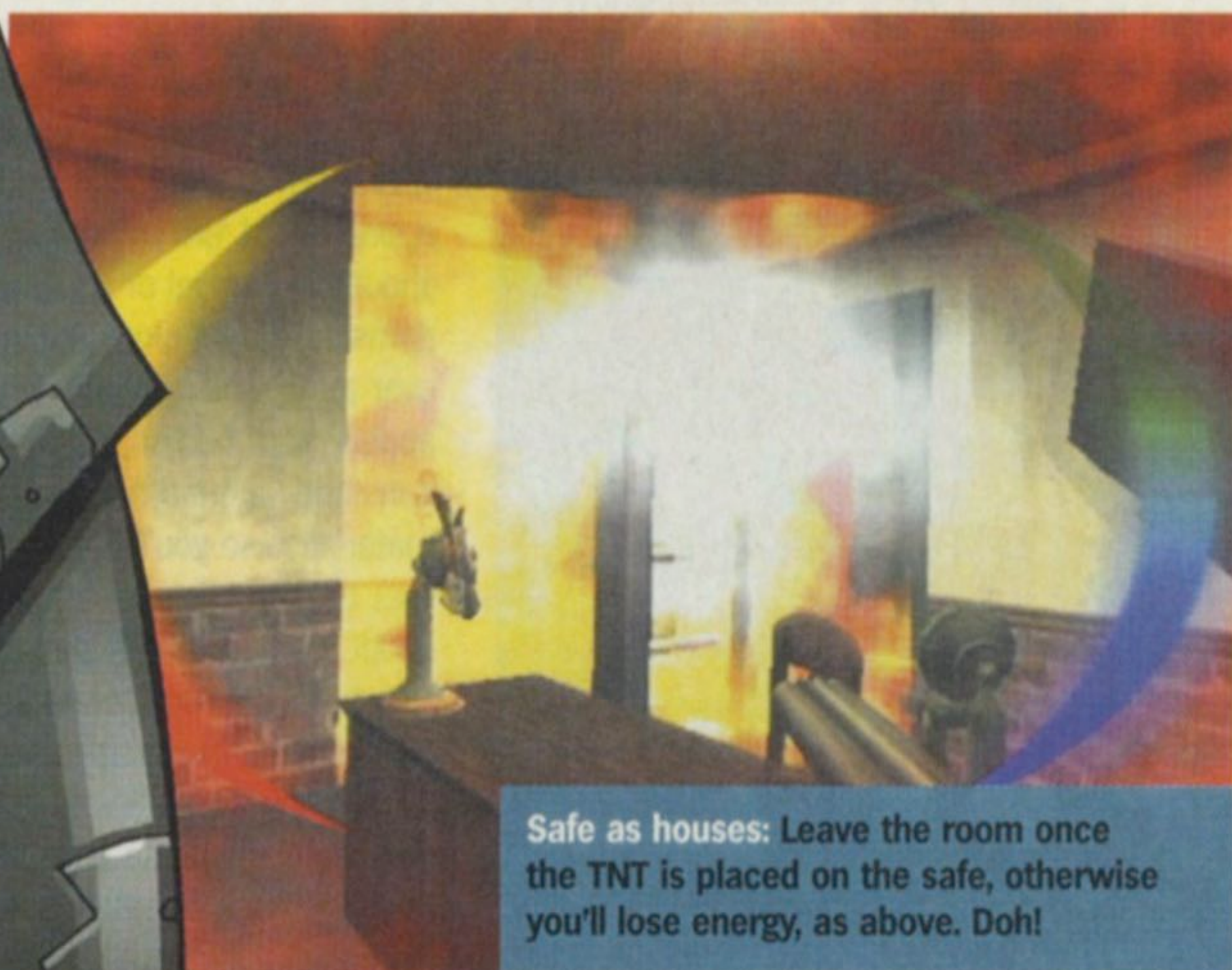


LEVEL TWO: CHICAGO 1932



You'll start with a vintage Rifle. Use it to take out the two baddies on the ground level by shooting from the window.

Jump down onto the barge and rummage around the crates until you get the shield (it's at the far end). Run up the stairs into the building and take the other gangster out (and grab his Pistol while you're at it). Shoot the whiskey barrel at the bottom to completely empty it (this is a secondary objective). Run up the stairs and from the top you can kill three gangsters dead easy. Kill the one just around the corner by shooting through the two windows, and the two down below by looking down through the window. Once all three are wasted, run around and down the other set of stairs. Shoot the whiskey barrel (in the bottom, remember) and run onto the street. Shoot a fire hydrant to create a shower (for the nice effect, it has no gameplay purpose), then run to the phone and listen to Marco before heading down the street. There's a gangster in the distance stood in a doorway



Safe as houses: Leave the room once the TNT is placed on the safe, otherwise you'll lose energy, as above. Doh!

Meet me at the newspaper stand down the main street.



It's good to talk: Phone Marcus for a chat. Once he's finished his nattering, sniper the hood down the street (on the right)

on the right, snipe him down then run over and knick his Tommy Gun.

TONY'S BRO

As you move around the level, Tony's brother will smash his way through a wooden barricade in a big fat car, hoping to escape. Jump into the road directly in front of the car (so you can't be shot from the side windows) and retreat (the car moves at your speed so he won't run you down), emptying the Tommy Gun into the engine. When the wheel blows, your job's done and he'll drive around the corner and blow up. It's also worth noting that those blokes walking around are citizens, so try not



Gangster's paradise: A good way of tracking down enemy snipers is to look for lights in the windows. If the light's on, shoot!

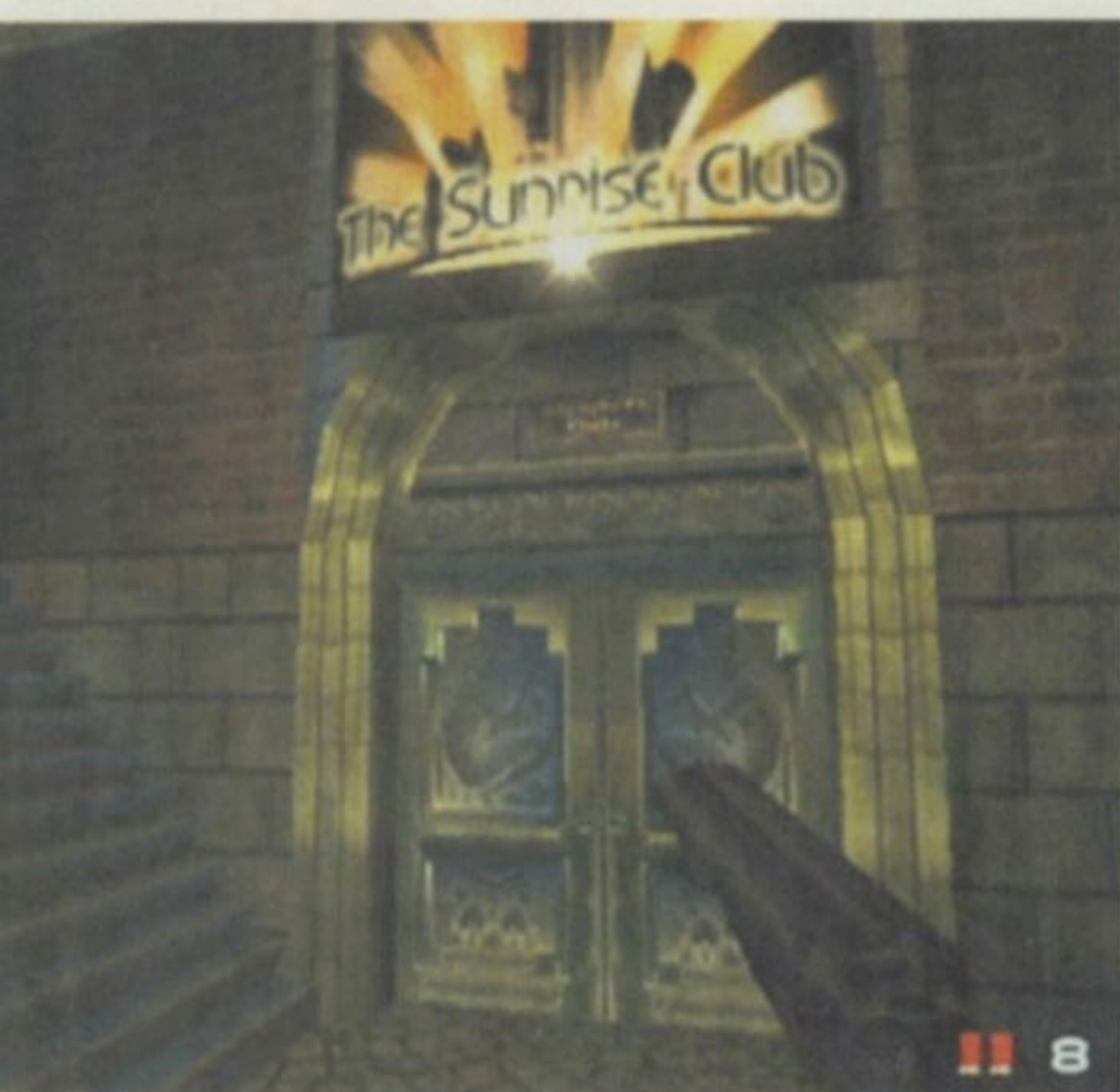


Big Tony's brother: The sides of the road are awash with bullets so stay in front of the car for safer carefree killing

to shoot them, it's a sub-objective to look after them, so keep those dark inner urges in check. Before the bar, there's another whiskey barrel on the right that needs draining. When you reach Marco, go up and talk to him. All hell breaks loose in the bar with two groups of gangsters battling it out. Wipe out the remaining gangsters then talk to Marco once more. You've now got to protect him as he walks back to his hideout, which isn't very far, but it seems like ages – the slow walking joker! There's hoods coming in from behind and snipers in the windows around the corner so keep checking in all directions. If it comes down to it, take hits for Marco if you have to, just don't let him die or it's all over. Better to lose some energy than have the game end. Once back in his hideout, a gangster runs in after you both so turn and pop his clogs.

SAFE JOB

Grab the TNT from his desk then run up the stairs and into the building over on the right. Run down the next set of stairs while shooting the gangsters, there's another whiskey barrel here that needs a good old draining. Keep running up the stairs to the top of the building, take the hoods out with whatever tools you've got and check the rooms for Ammo. At the top, throw the TNT at the safe and grab the Members Card and Shotgun. Answer the



ringing phone. Marco tells you some hoods are waiting outside with bad intentions. Go down a floor, the window in the distance with the light on has a sniper in it. Kill him first followed by the one on the street behind the wafting clothes and another to the right on the balcony. Leave the building the same way you came in. Take out the remaining gangsters that have appeared before using the phone to call a cab. Head down the street taking out all that is evil (there's some snipers behind those large windows) and enter the gates at the top of the road. Take out the two hoods near the entrance then enter the building.

CRYSTAL LOCATED

The time crystal is now located, follow the corridor around to the wooden door. There's two hoods right behind this door so get your Shotgun ready. Go through the next door, take the hood out then go left.

You'll find the extremely ace double Tommy Gun – now the fun really starts! Head back down into the level taking the hood out who pops around the corner. Then take the big fella out with a Shotgun blast, it's end of level baddy time again! It's Tony, and he's not a happy chappy. Use the double Tommy Gun to take his minions out, then fill him with lead. Grab the Time Crystal. Suddenly the TimeSplitters turn up and try to kill you. They'll never stop coming so use the Portal!



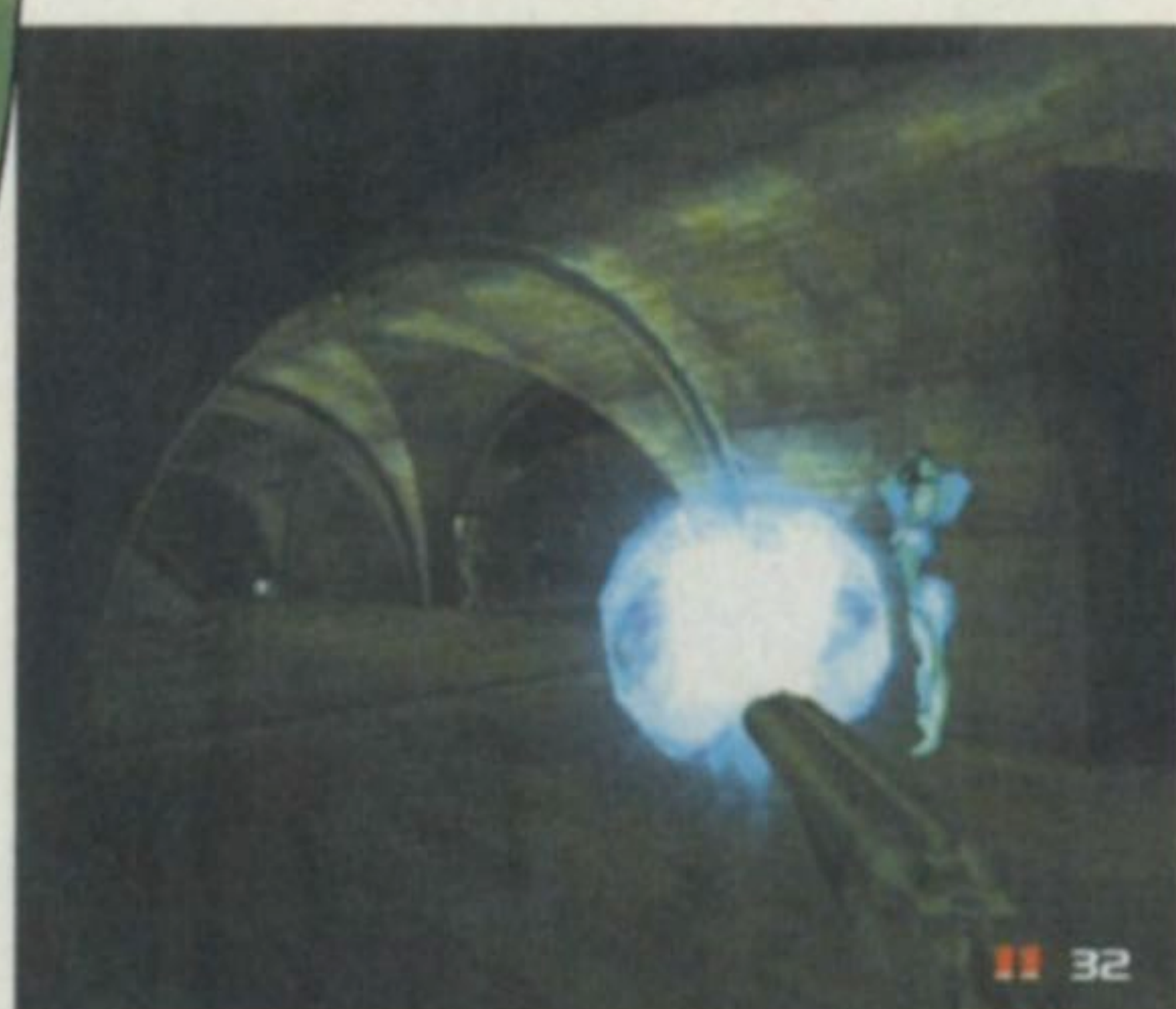
Tony: The double Tommy Gun will see the fat one dead



Spitting States: Some zombies gob at you, take these down first or your life will be much harder

LEVEL THREE: NOTRE DAME 1895

This level is pretty creepy with weird zombies and all sorts of freaks lurking around. You start with a Shotgun and you must try for headshots at all times. You can kill the zombies with body shots, but it takes up too much of the Ammo that you'll need to preserve. Follow the corridor round and you'll see a zombie coming at you – blast him. There's two zombies lying down, walk past the first one then quickly retreat as they rise to their feet and pop them as you're retreating. Go



Crypt zombie: Be very careful not to shoot the damsels when the zombies are close

forward and left (before the hole in the wall). There are two zombies on the deck, pass them walking backwards and kill the one on the left first. He pukes vile green goo at you and is the more dangerous of the two. Kill the other one right away, then flick the switch. This has opened a gate for you. Go back and through the hole in the wall. Shoot the zombie coming in, then another one rises from the deck (another goo fella, dodge and shoot). Run down the sewer and flick the switch to raise the gate. Run up the stairs, grab the shield then blast the zombie that's materialised out of nowhere. Run through the narrow passage and shoot another zombie. Run up the stairs



Hunchback: This is a perfect position to take out the attacking freaks, so use it



Flaming wine: When this wall blows, start legging it, blasting the zombies on fire first

and yet another zombie appears out of nowhere that needs a shell to the chops. Run up the spiral staircase and things get interesting. In the room with the wine barrels, the zombies won't get up until you run to the bottom of the room. This triggers a massive explosion that sets fire to the wine and two of the zombies. Retreat sharpish while blasting heads everywhere – you must kill the zombies on fire before they reach you or you'll go up in flames. Once all dead, run out the top end of the room and around the stony debris.

DISTRESS CALL

There are damsels up ahead, and they need saving. When you reach her, two zombies appear. Blast 'em but make sure you don't shoot the damsel or it's game over. Free the damsel (just get close and press X) and run over to the shield on the left. Two zombies appear from behind, zombies appear constantly around here, you'll hear them materialise so you'll know when to react. Go over to the cage with the damsel inside and shoot the padlock off with a Shotgun blast. Free her, then run around to the next damsel and let rip with a blast to her face. She ain't no damsel, she's a TimeSplitter in disguise. Her face is pure evil and she doesn't struggle against her chains. Free the other damsel (some zombies home in on her, carefully take

LEVEL FOUR: RETURN TO PLANET X 2280

Fight off the Portal Daemon

NEW OBJECTIVE

Come to daddy: This big horror's easy. Just blast away at his mush with the Shotgun

Rooftop party: Things get tough on the roof, use the pillars as shields and let rip the second the priests appear

them out before they kill her), then run up the stairs wiping out more zombies. The Time Crystal's located, so keep going! When you run into the main church, over to the left are a posse of evil fellas looking towards the altar. You're best bet is to run down the side passage and jump on them for some close quarter combat since it's difficult fighting long distance with the Shotgun. Once they're all dead, grab the Time Crystal from the altar (and round up the Pistol Ammo). The next mission is to get the fourth damsel down from the roof where she's hanging by a rope. Run to the other end of the church and into the door and grab the shield. Take out the demon chap at the end of the corridor and grab the double Handgun. Leg it up the spiral staircase taking out all that is horrible and pull the rope to lower the damsel to safety.

THE BELLS!

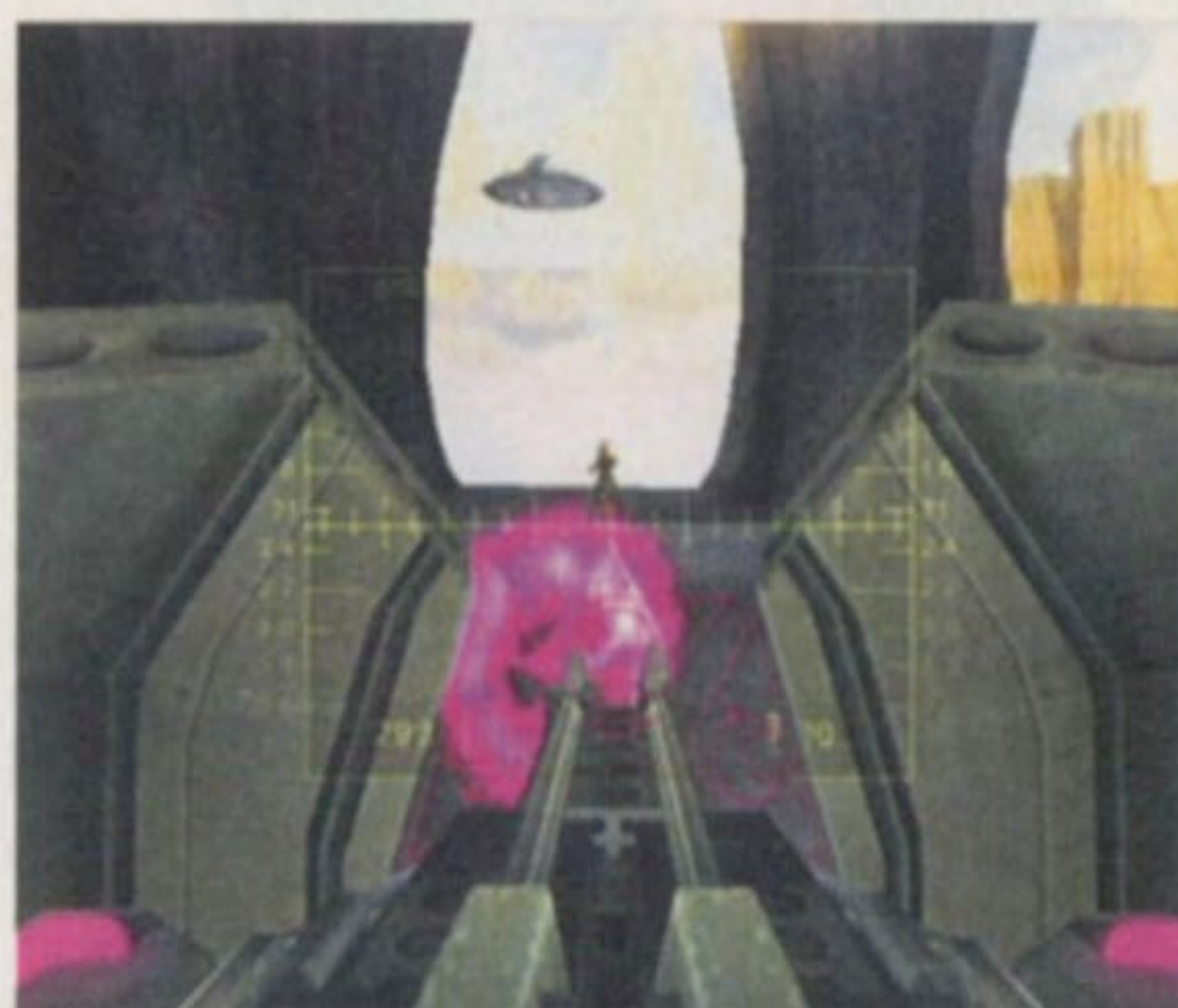
Run back to her – this is one of the best bits in the game. The Hunchback jumps out with a Shotgun! You've got to help him protect the damsel. Use the Gun for precise headshots, you must save her or it's all over. He thanks you once they're all dead then buggers off with his dear Esmerelda. Run through the recently opened door (where the Hunchback came from), grab the shield and run up the stairs letting rip when it's needed. Run past the cross and when you come out into the main room, a gigantic mutha appears. He fires explosive rays from his eyes and mouth, dodge these while blasting away with the Shotgun like there's no tomorrow, remembering to take out the normal zombies that are piling in. Once cleared, run around the balcony and through the other door. Pick up the shield, then open the big wooden door taking you onto the beautifully recreated roof of Notre Dame – check out the view! Run around the church roof blasting the demons that appear (there are lots, be accurate and quick) and eventually you'll reach the evil Jacques De La Morte. He's dead easy, just rip him to shreds with the Shotgun and the Time Portal appears. Use it, job done.



After waking up on the deck, you'll find the surface being lasered bombed by UFOs. Quickly grab the Sci-Fi Handgun and drop down the hole in the ground. The laser bolts on this shooter rebound, so don't shoot the wall or you'll be shooting yourself! Run through the cave and a baddy appears from a gap. Kill him, grab his Ammo and go forwards. Kill the baddy on the right then take out the one up above in the distance (sidestep left and right to dodge his lasers). Go down and another baddy appears with a Super Laser Gun. These are horrific weapons and hard to dodge, hug the wall to the left and crouch. As you progress down shoot at the swine when you can. At the bottom, turn left and take out the other baddy high up on the platform. Turn around and grab the weapon part (another part, which you'll get in a bit, will turn it into a Rocket Launcher). Keep running around, take the baddy out then drop down the next hole in the ground. Grab the shield, and prepare for invasion!

BEACH HEAD

You've got to jump on the Turret and use the rattling Gun to take out the foot troops. Use the Missiles to take out the UFOs in the distance. This is tricky, if you find a small army of baddies shooting you point blank, jump off, run to safety and take them out with your Handgun. If you run out of Missiles, run to the other turrets over to the left and use them. Once the invasion is over, the red barrier drops. Run down and grab the Plasma Rifle. You don't need to reload this shooter, but it hots up if you fire too rapidly for too long. It's also got Plasma Grenades, don't waste these, they're ace for taking out swarms of alien bees. When you reach the split road, head left and fire a Grenade into the bee swarm, it should take them all out (just shoot any rogue ones). Shoot the baddy who's in the gap on the left then Grenade the other swarm of bees. Run down the gap where the baddy was and grab the shield. Keep heading down the path and you'll come across a crashed UFO. Just as you pick up the second part of the Rocket Launcher you'll come under fierce attack. Take out the ones attacking you but other aliens start getting beamed down onto the battlefield



Son of a beach: Zoom in with the turrets to fend off the large beach invasion



and they all fight each other. Take out the survivors then the two Laser Guns on the UFO.

INSIDER A UFO

Pick up any dropped Ammo then walk into the light to be transported inside the UFO. A few more baddies will follow so be ready for 'em. Go into the outer ring of the UFO using the wide window. There's a red gizmo that lets you scan the cameras, use it to cast an eye over the UFO base then drop down the hole into the tunnel. One way leads to a dead end that has a shield, go grab it then back track the other way. You'll come across a box of Homing Rockets and a large arena, run into it and a small war breaks out between the rival aliens. Let them fight it out then wipe up the short-lived survivors. Soak up the Ammo and head for the little gap in the rock. Run through the tunnel and across the bridges taking out the bees and aliens. A lift appears on the left, run past it, grab the shield, ignore the lift and follow the path around crossing another platform and taking more aliens out. Enter the cave and you'll eventually reach a metal door. Go through it and, you'll see UFOs escaping.

MARS ATTACKS

Ignore the room on the right, run further down the corridor and you'll reach another door on the right, enter it and take charge of the



Crashed UFO: There's lasers everywhere so keep moving or you'll be cut to ribbons

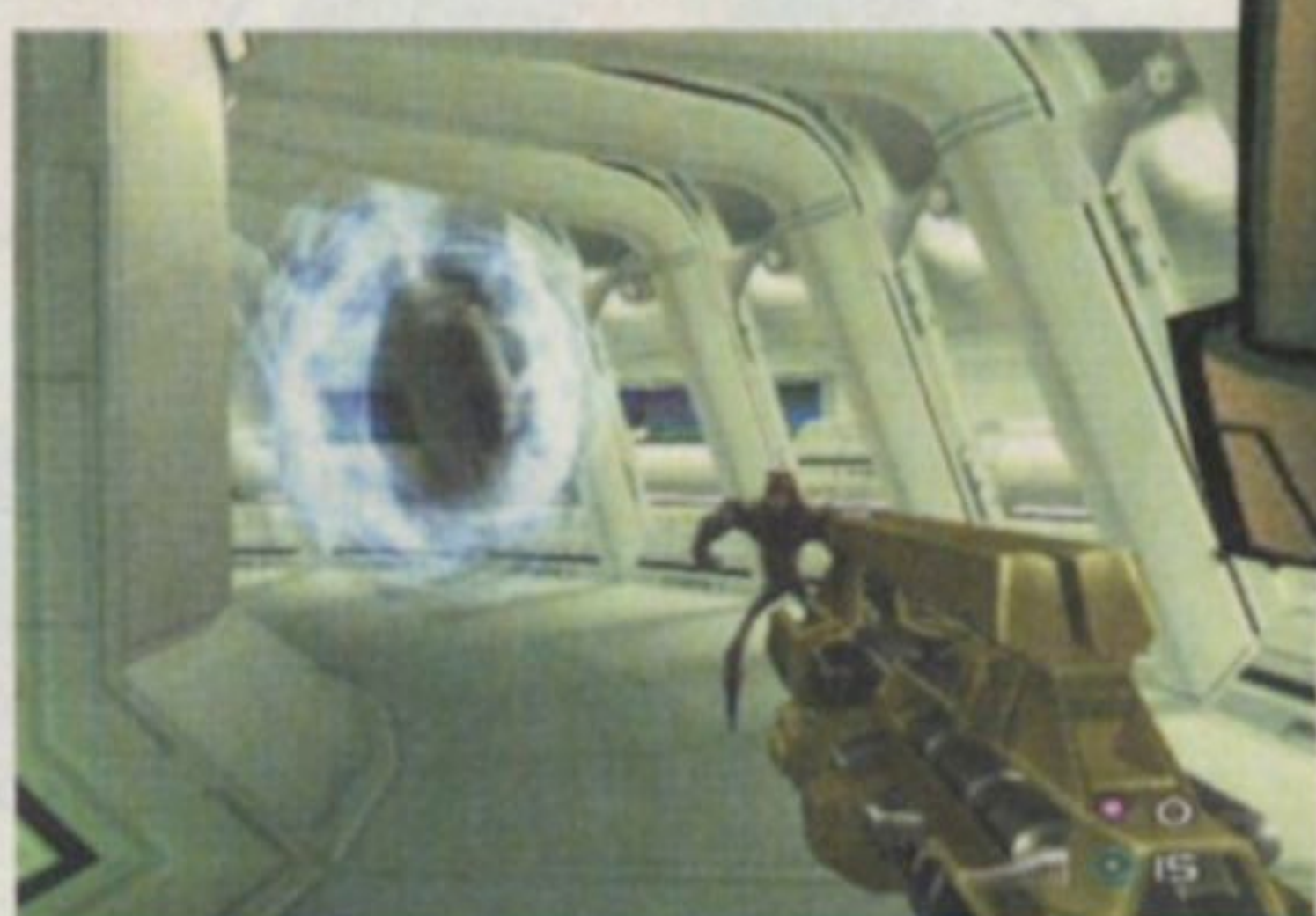
TIMESPLITTERS

WALKTHROUGH



War zone: When you reach this open bit area let the aliens fight each other before mopping up the survivors

biggest weapon in the game, the massive Laser Cannon Cockpit! You have to shoot down 15 UFOs in total, use the rapid fire **RB** button to mow them down. When you leave the room, you'll see an entrance open with two guards appearing on both sides. If you back track a tiny bit, a lift will take you down and you'll appear just outside this new entrance. Take the two guards out and enter the UFO base. Run down and follow the path around, you'll see a huge number of UFOs parked up on top of each other. Keep legging it around vapourising aliens and you'll come to a huge spinning UFO. A load of aliens appear high up, take them out from a distance with well placed shots then run into the glowing light to be teleported into the UFO. The Time Crystal is in the outer ring of the UFO, grab it very quickly (the Timesplitters are here!) and jump into the Time Portal to get another level in the bag. Yay!



TimeSplitters: When the 'Splitters arrive, leg it through the portal and quick!



LEVEL FIVE: NEO TOKYO 2019



Cut: The cameras are your worst enemy so take them out with a shot to the lens



You've got to follow a girl hacker back to the hacker's base. If she spots you, or any of the cameras or floating cop cars (the purple zones on the uplink show you where the danger zones are) do it's game over. But rather than mess around creeping behind her, there's a much better way of making your objective. The very second you start, drop off to the left and leg it forward quickly (but avoid the cameras!). Go right around the street and on the left there's a shopping hallway. There's two windows on the left with a Pistol, Sniper Rifle and loads of Ammo. Grab 'em then retreat the way you came taking out all of the cameras in your path, they toggle from left to right. There's a shield in a window on the left, grab that while you're at it. A turning will appear on the left, take it but use the Sniper Rifle to take the out camera at the bottom of the road. All this must be done quickly or the girl will catch up on you (this is the route she takes that you're meant to be following, but you're just running there first), use the Uplink to see where she is, if she doesn't appear on it you've got some breathing space.

SEWER RATS

You'll see some stairs leading down into the sewers, this is the way to the secret base

LEVEL SIX: WILD WEST 1853



This level certainly throws you in into the thick of things. As soon as you start a cowboy jumps out from the right and tries to plug your hide! Immediately run

backwards and right, crouch and shoot the pesky varmint in the face with your Sniper Rifle. You must conserve Ammo for this weapon, don't waste a shot so always get 'em in the face. Ease forward a touch and over to the left you'll see another gun slinger in the distance, one shot, one kill. Make sure you grab every dropped Revolver and use them when possible to save sniper Ammo. Staying on the right side of the road, ease forward while aiming to the left. Another cowboy's on the roof in the distance (on the left) who needs sniping. Have a rummage around the houses for the odd bit of Ammo. There's another cowboy on the roof directly opposite the saloon, then another one in the front door of the sheriff's office. Go into the saloon and rip the wanted poster off the wall (there's five in total, it's a secondary objective). You can go to the rooftops if you go out the back of the saloon. Have a roam around picking up shooter's and the likes.

JAIL-BREAK

Head into the sheriff's office and go see Romona who needs to be freed. It's not as simple as shooting a padlock unfortunately, this one took a while to work out. Grab the Gun Powder from the chest and run back to the street. Go into the stables and work your way around to the other side where there's a fountain. A cowboy's waiting up and to the right on the bell tower. Skilfully sniper him to bits before running into the open area (where another wanted poster needs ripping down). Head under the archway, here you'll find a cart loaded with TNT. This can be pushed up to Romona's cell, but first up, create a trail of Gun



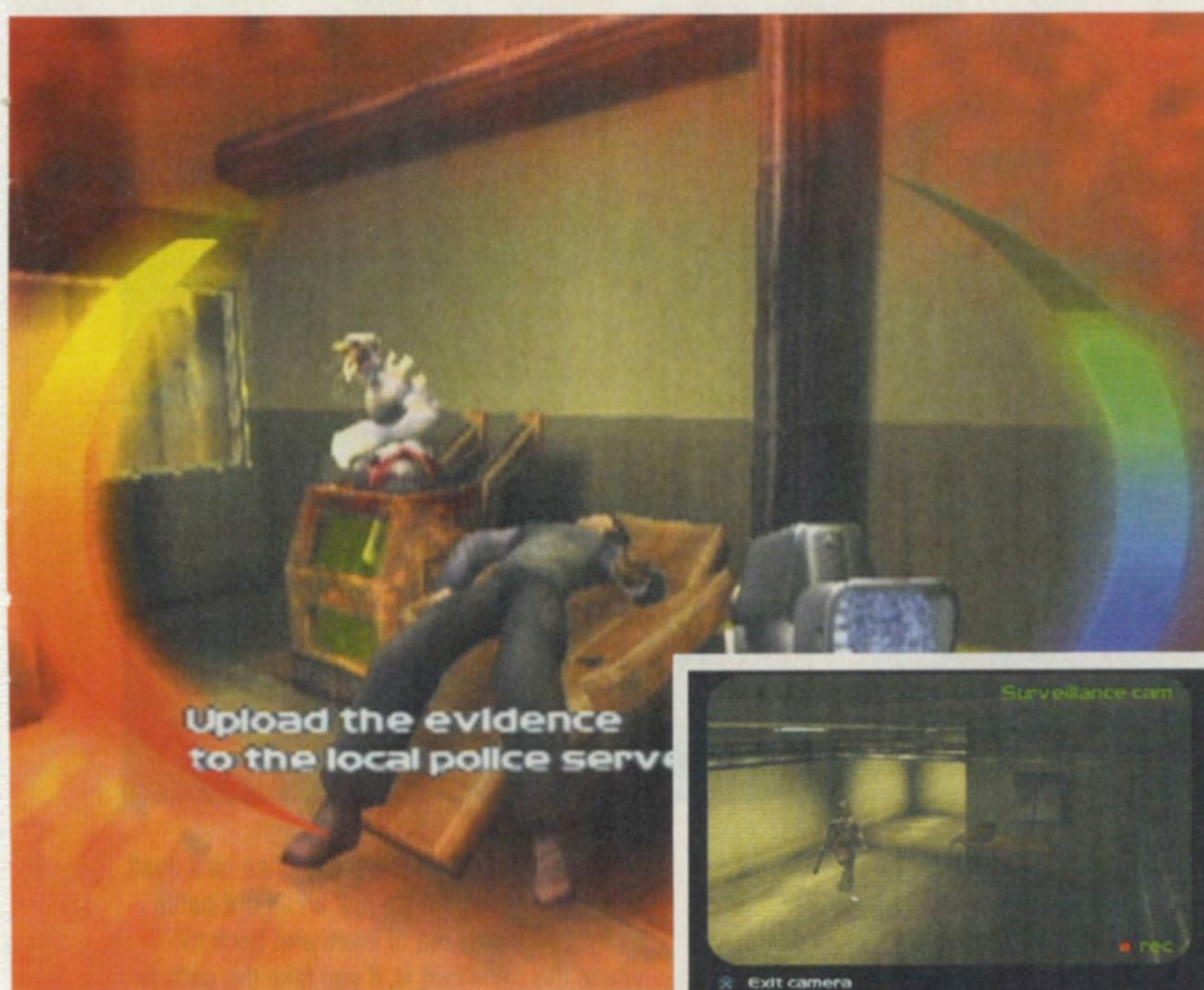
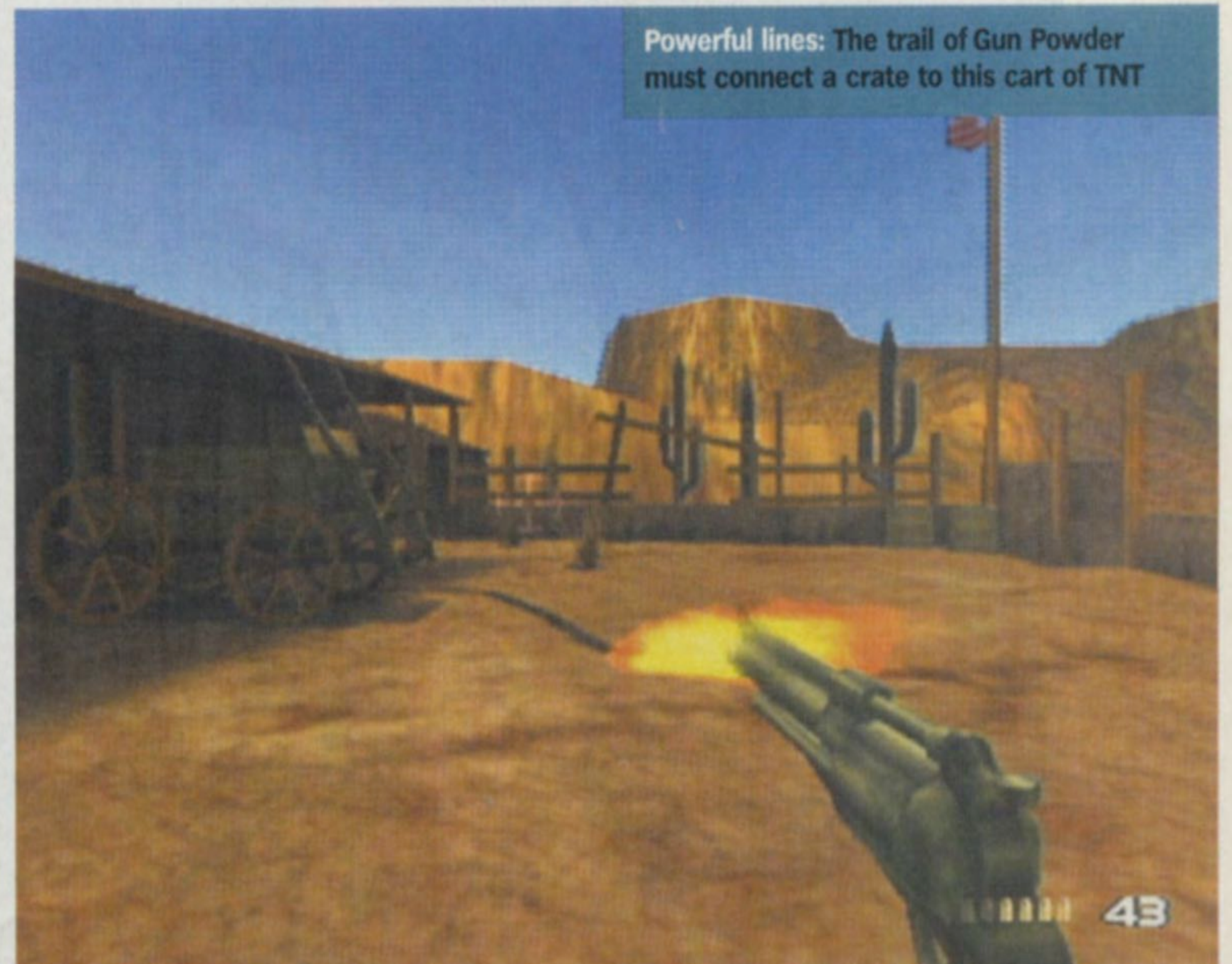
The Colonel: Here's the fella you have to battle through the level to reach. He's madder than tinned chips!



Romona: This lady needs liberating and, unfortunately, you can't blow the lock off with your shooter. Go around the back

Powder from one of the crates to where the cart will be pushed to. Then, push the cart over and shoot the crate, sparking the gun powder up which'll blow the TNT, smash the jail wall and free Romona (who will emerge unscathed). A few cowboys are heading your way. Do the usual business and take their head's off with single shots. A new entrance has opened opposite the sheriff's front door, head in there and before turning right, take out the four cowboys scattered down the street while using the barrel as cover to duck behind when things get a bit hairy.

Powerful lines: The trail of Gun Powder must connect a crate to this cart of TNT



Upload the evidence to the local police server

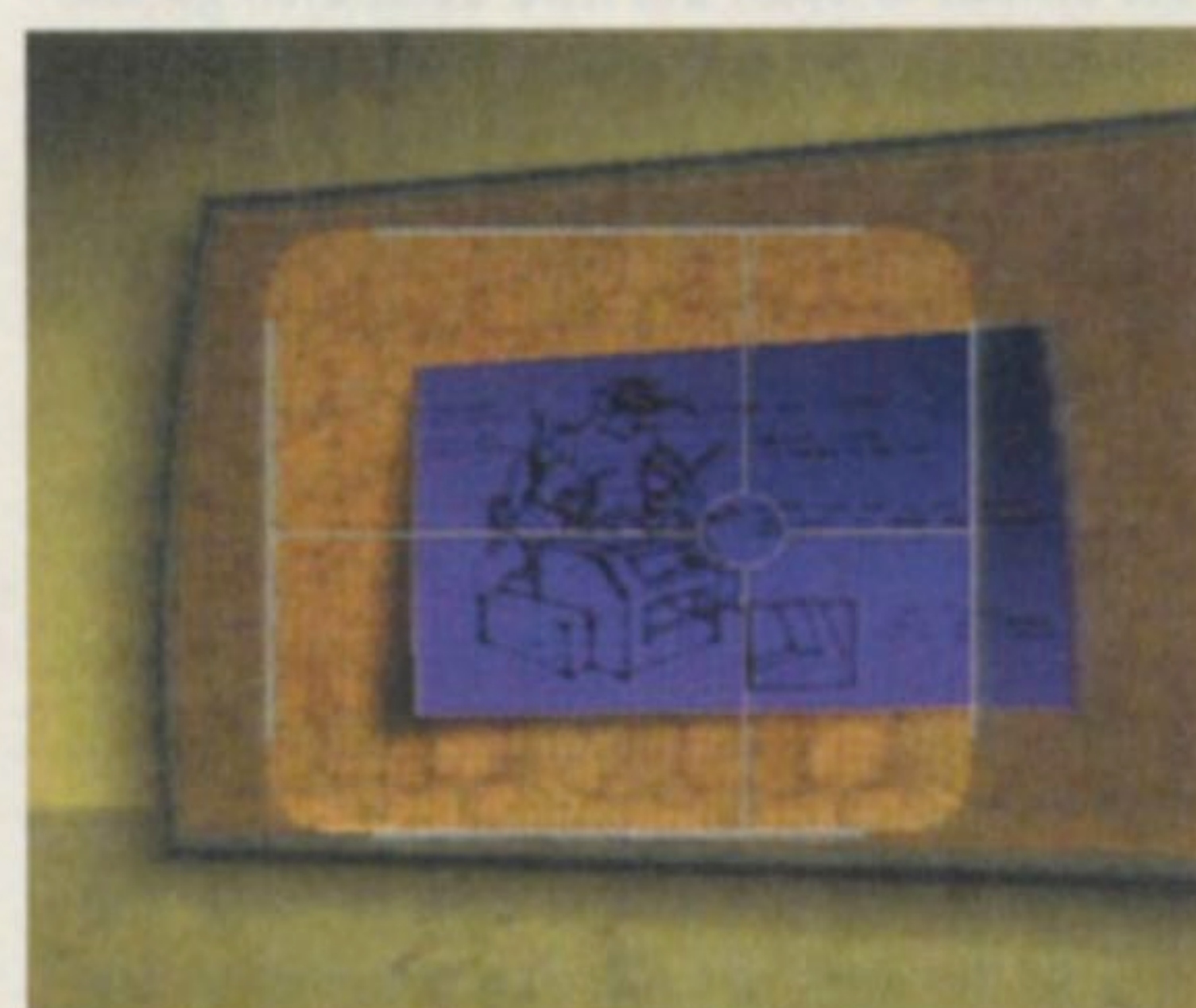


Code: To get the password, keep the camera on her until she uses the laptop

where the hacker's heading. Run down the tunnel and drop off to the left. Crouch and hide in this corner until she catches up and walks past. Slowly follow her making sure not to overtake or make any noise and keep your Uplink on. When she turns at the top, hug the wall on the right so she doesn't see you. When she enters the base, run over to the left of the entrance. Another hacker will join her and when they start walking up, enter the room on the left. Use the camera and switch to the view that shows the laptop. When the girl reaches that laptop and uses it, you'll have got the password. Run up the corridor and shoot the hacker in the back of the head. Enter the laptop room and use the computer to open the door. Kill the hacker then take out the Mini-Gun on the roof (or you'll be in trouble later). Go left and down the corridor shooting all the hackers. Enter the room at the top, grab the digicam and shield from the room then the SBP90 Machine Gun (beauty of a weapon!) and the Astro Lander Cartridge (for the Uplink, this is brilliant, have a quick go) from the lockers. Exit, go left and left again. Take a picture of the purple plans on the wall. Leave the room and take a picture of the freaky looking stuff in the locked room. There's your evidence sorted, but before you do anything else take out that other Mini-Gun down the corridor.

TIME-MACHINE

Return to the room with all the pick-ups and download the evidence onto the computer. All



Digicam: A picture of this and one of the weird machines is all the evidence you need



Lunatic: This uber-hacker has the Time Crystal, so shoot him... lots of times

TIMESPLITTERS

WALKTHROUGH



Nice lady: This objective is easier than kicking a cat to death. Just pop the barrels



Mine: Follow the cart around as it's heading towards the cave entrance

BARN DANCE

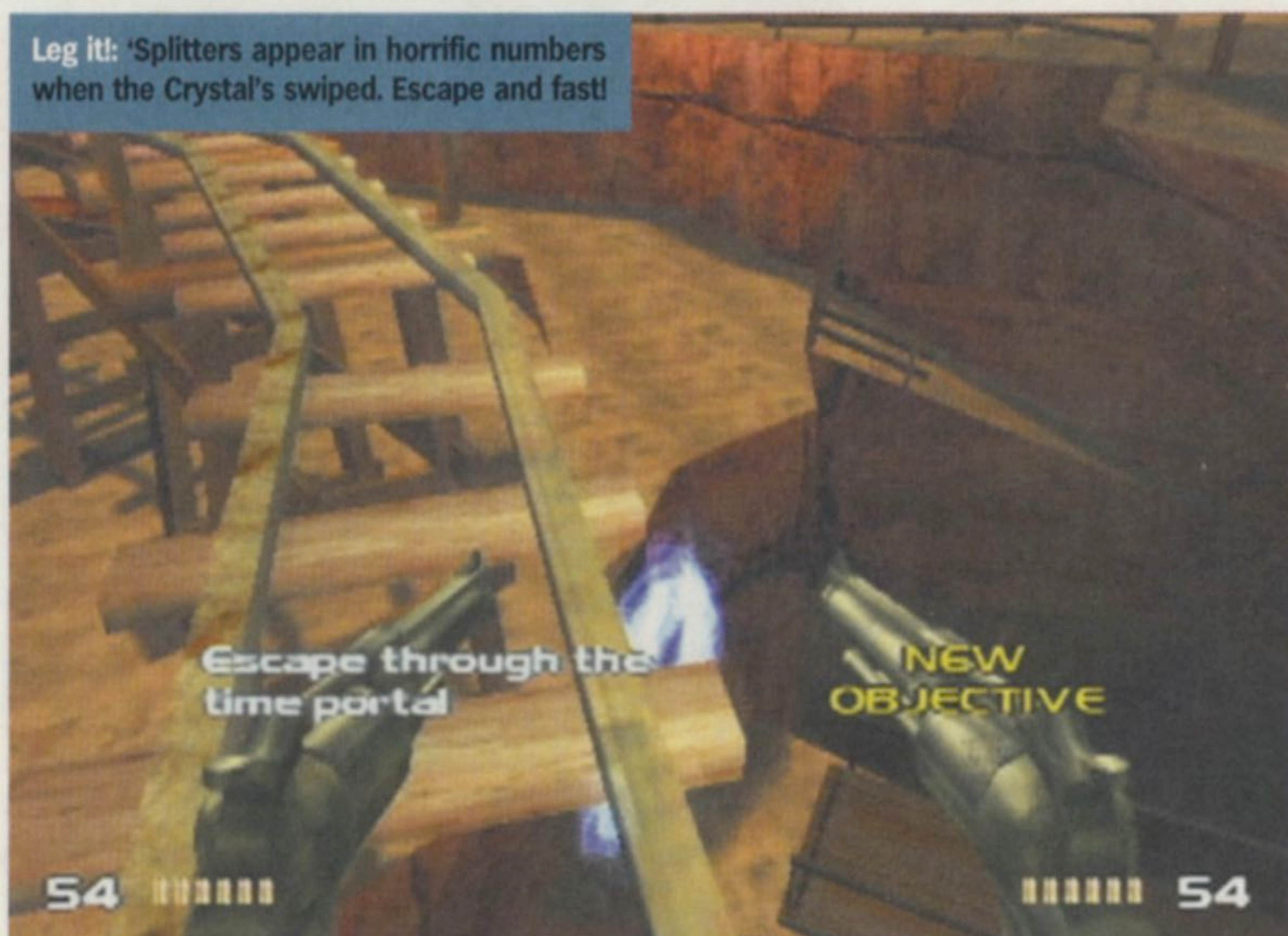
When you walk down the street, you'll see a barn on the right set on fire and a girl shouting for help. Kill the cowboy that sticks his head out then turn and take down the cowboy on the roof. Run up the stairs and shoot the barrels of water that are (conveniently!) placed just above the fire. From here, you can sniper a baddy in the back across the road. Jump down and grab the shield that's hidden in the little room under the "Guns Sold Here" sign. There's another wanted poster to rip down on the side of the convenience store.

There's a few cowboys around so be careful, and grab all the Ammo they drop when they died.

The road leads around to a passageway to the left, there's a skilled gun slinger down there who's hard to kill. Crouch and be quick with the Sniper Rifle when he sticks his head out. Kill the guy with the mining hat then grab the double Revolvers. In the house directly to your right, there's a baddy in the window. Quickly spin around (staying close to the house) and bang him one in the face. There's two more cowboys before the mine entrance, one on each side the road. Use the stairs at

the back of the house to reach the fifth and final wanted poster then enter the mine to be told the Time Crystal has been

Leg it: 'Splitters appear in horrific numbers when the Crystal's swiped. Escape and fast!



located. Grab the shield to the right of the mine cart. Now follow the tracks around to the left. Shoot the cowboy that comes down with the Revolvers then sniper that chap in the far distance.

COLONEL'S SECRET RECIPE

When you reach the end of the tunnel, you'll hear the colonel giving it verbals. He's over on the left, chase him and rip him to shreds with the double Revolvers. Try and get into the house as you're finishing him off to prevent his

boys shooting you in the back. Once he's dead, flick the switch then it's just an all out battle to fight your way out of there and back to where the mine cart is. If you take the path to the right of the colonel's house, there are more cowboys but you'll get some sniper Ammo and a shield in the other house. When you reach the mine cart, push it, it'll smash it's way into the blocked cave. Follow it and in the cave you'll find the Time Crystal. Once pocketed, the TimeSplitters turn up in force, so leg it back out and jump into the portal.



LEVEL SEVEN: ATOM SMASHER 1972

After the most excellent James Bond-style intro, you have to start this level without any weapons whatsoever – your first kill will have to be with your fists! For most of this level, you'll be on a timer so run and shoot like you've got a wasp up your arse. The second the laser brings the door up, leg it to the other door (grabbing the Uplink) and hit the switch. Leg it when the door unlocks, follow the path round to the right and run down the corridor, hugging the wall on the right to avoid the camera. If you did this fast enough, the goon will still be facing away so you can punch him in the back of the head. Grab his Gun and shoot the other goon to the right. Kill the goon who comes from behind then get the scientist to deactivate the bomb. Now back track and head right when you see the camera. Run up to the switch and unlock the next door. The next few goons will not know you're there and can be popped in the back of the head, until you come to the chap in black who's got

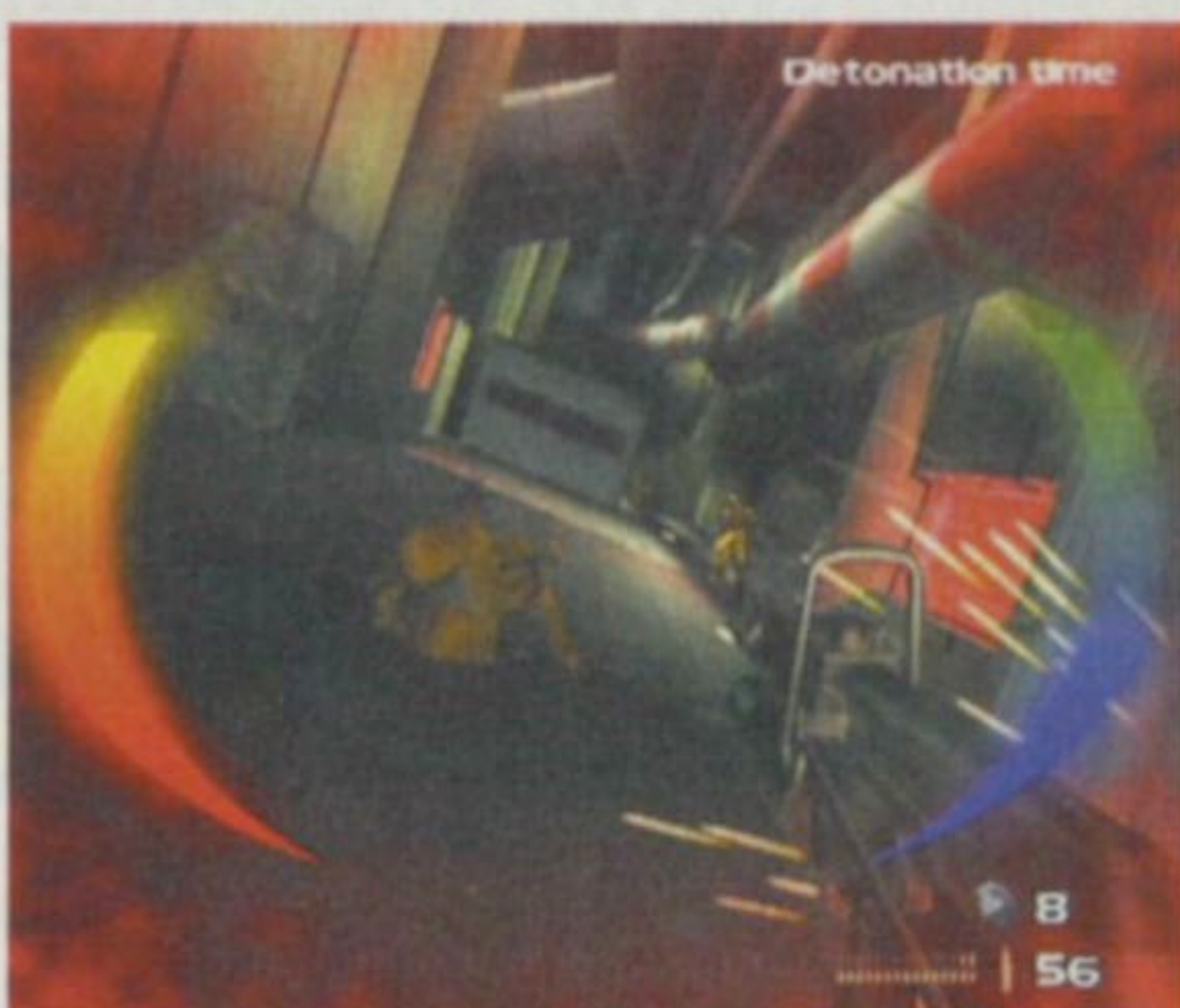


Three freaks one stone: Blow the drum on the right for mass enemy deaths

double Handguns. Kill him and grab 'em for your own double death-dealing delight. Flick the switch to open the next door, then go left. The passage down the side is swarming with goons, use the twin Guns to wipe them out and shoot the barrels on the right for a nice big explosion to drop a few more. Get the scientist to deactivate the bomb then leg it down the now baddy free path. There's a Mini-Gun at the bottom, if you hug the right of the wall and use Pistol shots from a safe distance you can take it out. There's a couple of goons that appear when you enter the next room, both at the top of the first flight of stairs. The one on the right has a very damaging Sniper Rifle so finish him first. Spin the wheel on the pipe and grab the Remote Mines from under the stairs (chuck with **R** detonate with **A**).



Open sesame: Quickly circle the fire with the extinguisher to open the fire door



Road to hell: Keep using the side pillars as cover from the massive volley of bullets

When you start to run up the stairs, a yellow goon pops out. Pop him, then slowly creep up the stairs. Look up and behind, you'll see a goon in black stood there, shoot him in the face before he sees you.

FIRE-FIGHT

Grab the fire extinguisher (and all weapons and Ammo) then use the extinguisher to put the fire out (don't touch the fire or your fingers will get burnt). This opens the door on the right. Snipe the goon on top of the container then, as you run in, the container door will open. Shoot the goon inside and grab his S47 Machine Gun (and a handy shield). Now, wipe out the goons to the left grabbing all the Ammo they leave behind. Watch out for the odd Grenade being chucked at you – you'll hear them bounce. In a container on the right you'll find Grenades for your S47, very handy for taking out annoying goons that won't advance. Eventually, you'll find a door on the right which you need to go through to enter a room. Spin the wheel, this will turn off a jet of steam in another room. Exit back into the main hallway and shoot the Mini-Gun with your S47. Go into the door on the otherside, turn around and shoot the goons through the window.

MAG-NUTTY

Go up to the panel. Now you've got to control a



Bomb disposal: Keep **LB** pressed while holding the magnet or it'll drop and blow



Laser show: Flick the switch in the control room to deactivate the lasers. Jolly good!



Come on! This door takes bloody ages, so flick the switch the second you arrive here

magnet to pick up the moving Bomb and drop it into the radioactive bin on the right. Exit, head back down into the hallway and take out the ground Mini-Gun with a Grenade. Switch to the Sniper Rifle next to take out an annoying goon on top of a container. Wipe out the other goons with your Pistols (try and save some Machine Gun ammo) and grab any fire extinguishers you pass. When you pass through the middle of the two last containers, turn around and shoot the two goons that appear inside them. Put the fire out, snipe the goon that's up and to the left then, as you enter this part of the level, turn left and snipe the other goon up on the platform in the distance. If you've got over two minutes left, flick the switch on the right to bring the lift down, flick it again (when stood on it) to take it back up. While rising, fire a Grenade up to destroy the Mini-Gun that's above (it'll have you otherwise). Now run around the platform to get the sniper

Ammo and Grenades (much needed). Drop off and keep running in the same direction you were. When the level opens up again, look up and you'll see a goon stood there. Snipe him before he even sees you then steam into the level taking out the three goons in this neck of the woods. Flick the switch to bring the gate down (it takes ages so do it first). There's two scientists in one of the containers, get one of them to disable the bomb then grab a shield in another container and round up Ammo while you're waiting for the gate to drop. Run through when it's down. See the lasers on the right? They will kill you if you touch them and need disabling. Take a left, shoot the goon around the corner then charge up the ramp letting rip with your S47 when need be (shoot quickly, these baddies have got Machine Guns and can cause serious damage if given the chance). At the top, a scientist will take care of the last bomb. At last, you're off the timer, but things gets even tougher. Flick the switch to open the door and in the distance you'll see two goons, one on the left, one on the right.

STEAMY PIPE

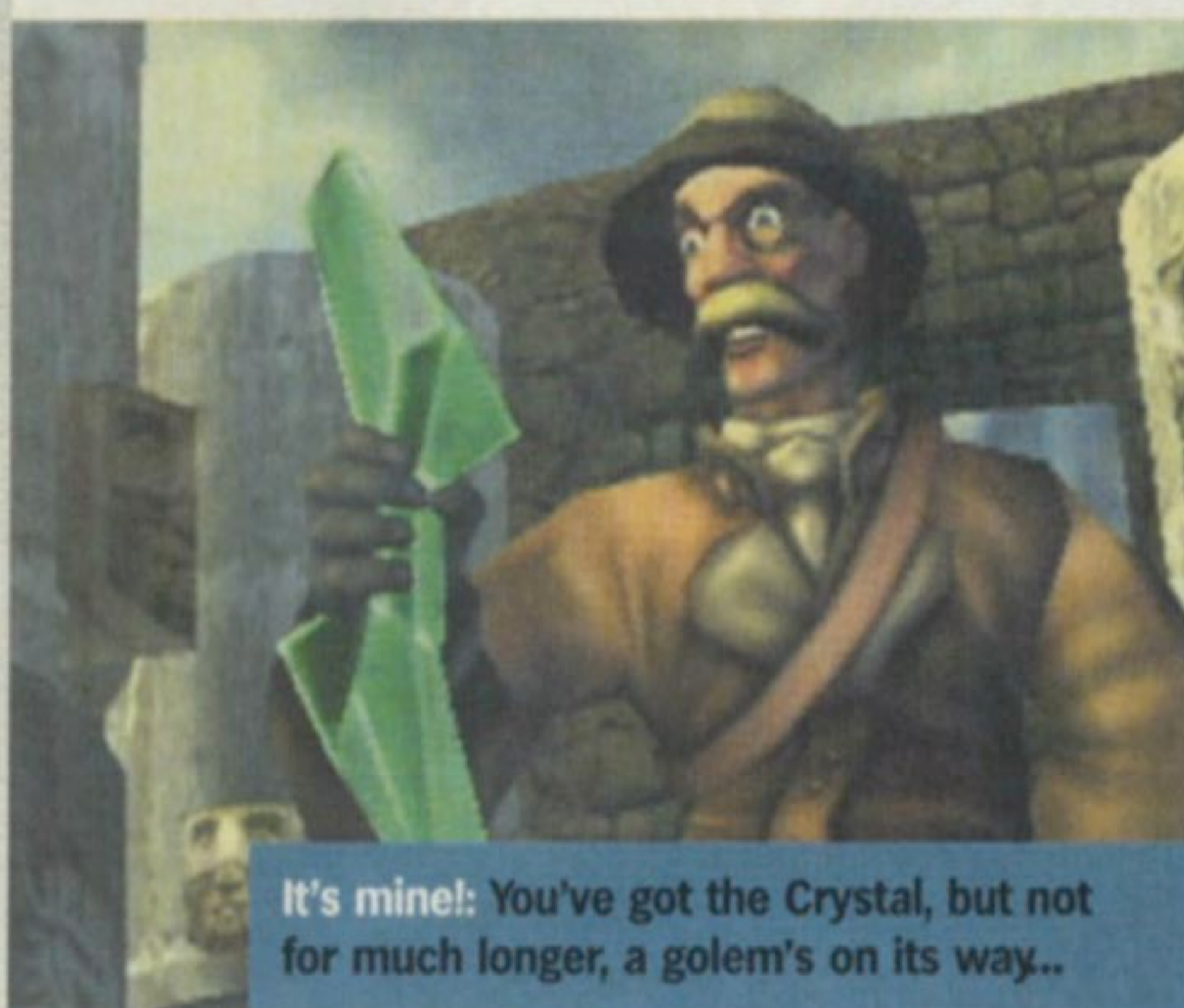
Sniper them in the head before crossing the red and white pipe on the left. Yes, the one with the steam jets, they turn on and off so time your progress and stay in the middle or you'll fall off. On the other side, enter the door, go right and take out the Mini-Gun with a Grenade. Keep running around until you reach a control room, flick the switch and the lasers will be disabled. Run out and drop down back into the container room. Run forward and take a right where the

lasers used to be. Fire a few Grenades off to take out the goons. When you step over the yellow and black line, Khallos appears behind you. Mow him down sharpish (TimeSplitters start piling in from the big room so use the wall as cover) and grab the Time Crystal. Run into the reactor room and flick the three switches (run towards them backwards so you shoot the TimeSplitters that would otherwise be giving you serious backache). When all three are pulled, the Portal appears. No prizes for guessing the next move!



TIMESPLITTERS

WALKTHROUGH



It's mine! You've got the Crystal, but not for much longer, a golem's on its way..



Fire-power: The torched Arrows are essential for taking out the horrible bees hives and these wooden golems. Just don't get too close to the flames or you'll go up in smoke



LEVEL EIGHT: AZTEC RUINS 1920



Things start getting really tough now, as it's time to have your time splitting tested to the limits. You start with a Pistol and a cheeky monkey giving it some.

Follow him up the path and you'll come across a load of monkeys. They'll scatter once the horn's blown in the distance, but feel free to use their hairy heads for target practice. Over in the far left corner you'll see a bee hive, highly annoying little buzzy buggers that sting, so keep your distance. Go left and follow the path, a native jumps out with his Crossbow. Kill him and take it from his corpse. This useful weapon can be lit at the end, great for torching some of the baddies and bee hives. Go straight down and to the right, and you'll find a stone table with a light on the top. Light the Crossbow up then shoot the hive over to the side. Follow the path around and a great big wooden golem turns up who can only be killed with fire, so let him have some. He'll run back, follow him a bit and a native will spot you. Retreat, and the native will stupidly run into the flaming wood golem and torch himself.



Into the ruins: Follow the path to the right of the collapsed pillar to reach the six rotating pillars

Bargain. Note that you can pick up Crossbow Bolts and reuse them. That big gold door up ahead can't be opened by normal means, so ignore it for now. Go right and follow the path taking out the native. When the path opens up, another wood golem appears from the left, spark him up (you can light your bow on the torches in the tunnel) then take out the bee hive on the right with the same firey fire. Go forward then left down the pathway to the right of the diagonally collapsed pillar. Shoot the native and go right up the stairs. Kill the monkey through the window on the right (for fun) and keep going round.

PESKY PILLARS

Now you'll encounter a open space with six pillars. There are two monkeys on top of two of the pillars and these little swines throw melons at you that explode with enormous strength and must be dodged. Take at least one of the monkeys out from a safe distance before running in because it's dangerous as hell. Take the native out, another one will turn up from behind you so watch for him. Set fire to the bee hive through the gap and grab the shield under the ramp. Now then, those six pillars are a puzzle that opens the gold door with the symbol on it. Another native will turn up while you're doing this so be ready for him. You can spin the middle section around on each pillar, and all the symbols have to be facing each other. All six need to have the symbol that's on the door facing inwards (it's the only symbol that exists on all six pillars) and the symbols to the sides need to match. There's a very easy way to do this. On both sides, one of the three

pillars only has one door symbol, so that must be facing inwards. Then the symbols to the side must be matched up with the other pillars and, easy as pie, the gold door opens with two natives ready to be killed.

ROPEY BRIDGE

Run into the doorway and down the tunnel, take the monkey out on the rope bridge and then the one to the left on the grassy platform. Cross the bridge and run around to the switch which you need to pull. This opens the first golden door you saw early in the level, which you now need to backtrack to (you can go right after the rope bridge where the wood spikes have been removed, it's quicker). The place is swarming with natives so be trigger happy. The Time Crystal is located when you reach the golden door, drop down into the hole and follow the tunnel. It opens into a path, kill the monkey on the floor, then the one close up on the right then the one in the distance on the left, otherwise they'll start chucking banging melons at you. This is the lost temple, a place of extremely hard trials which need to be overcome. Run down the path and take out the two natives. Go in and aim left, taking the other native out. Go round and another gap will appear, from which yet another native jumps out at you. Down the big stairway, you'll see two more natives waiting. Try and take them out with a bolt to the head, if not, mow them down as they run up the stairs. Remember, you can pick your Ammo back up so fire rapidly, your health is far more important. Run down the stairs and flick the switch under them. This'll open the doorway,

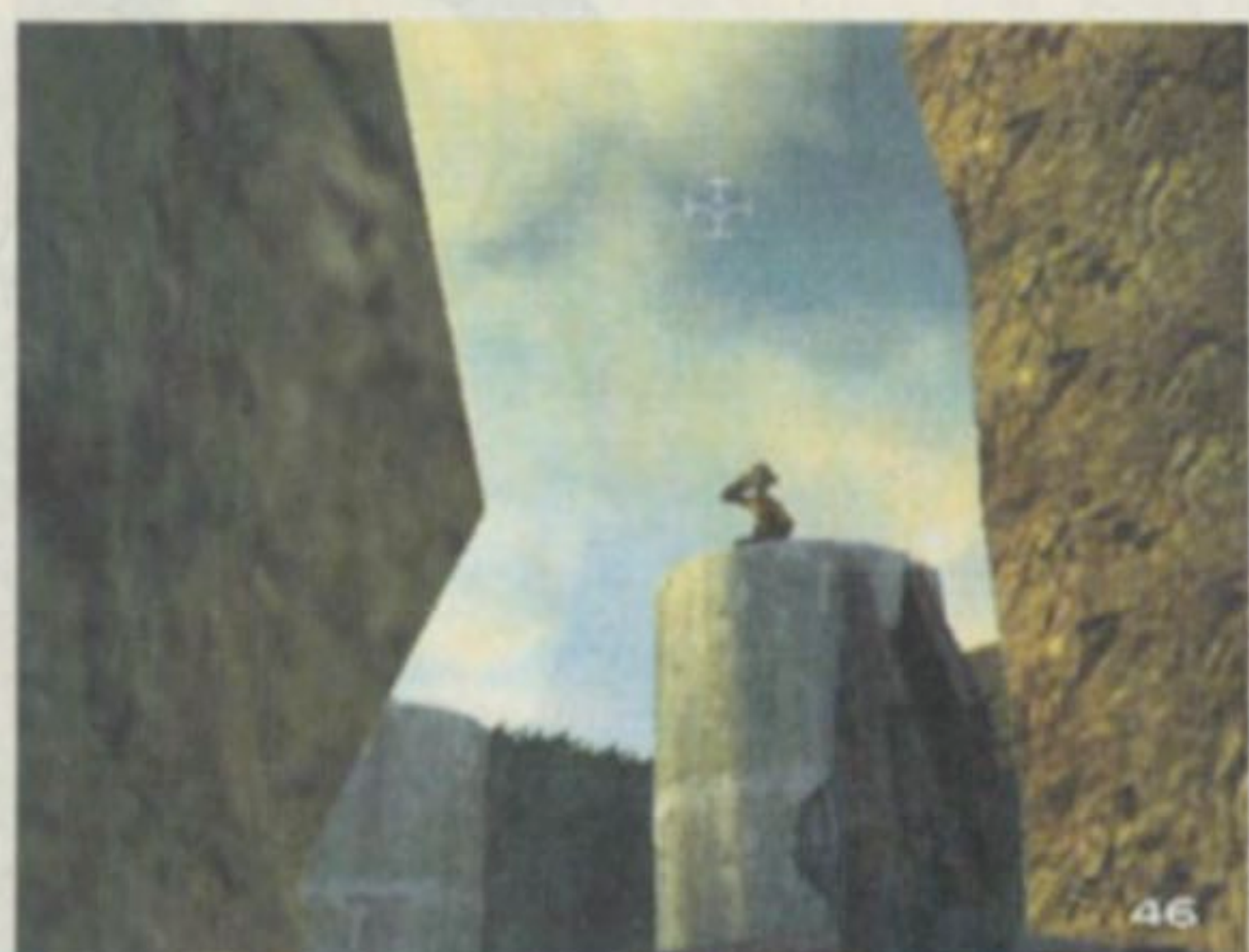


Trapdoor: Try and lure the golems over the trapdoors for comedy deaths

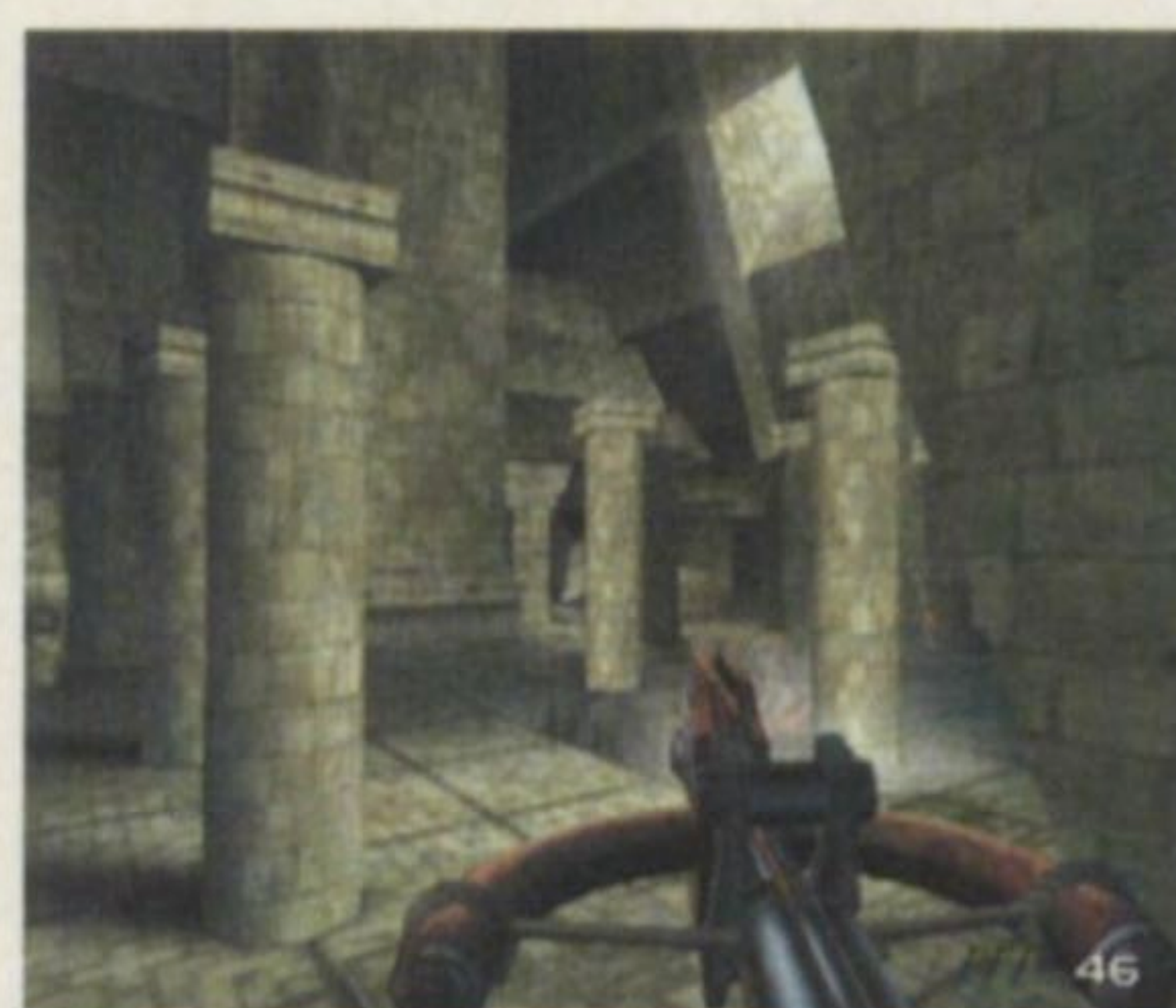
which you should aim for, grabbing the shield next to it. There's a couple of natives on these stairs so be ready when descending.

GO GOLEMS GO!

At the bottom is far and away the hardest part of the game – you have to defeat the seven golems and they're tougher than old boots. None of your weapons will even scratch 'em. Thankfully, there are two ways you can kill them. First off is the monkeys on the pillars. They chuck explosive melons at you constantly. These are powerful enough to kill them with a direct hit (or weaken them if they explode nearby). The best ways to get the melons to hit the golems are to either circle around the monkeys with the golem chasing you. The melon will be aimed for you, but the chasing golem might be stood where you were when the monkey took his aim. Another, and this must be done from a distance, is to



Stoned to death: This is how they all should match up, opening the golden door for you. Took bloody ages to work that out!



Gone golem: And he falls down to his doom, poor fella. All dead and everything

LEVEL NINE: ROBOT FACTORY 2315



Monkey business: Take all the monkeys out at the entrance to the secret temple. Otherwise they'll start chucking bombs



Spiked: These pretty rubbish spikes can be spotted a mile off, if you take your time



Run Indy! This will make you flatter than a can of coke that's been left open all night

run at the monkey with the golem in hot pursuit. The monkey will chuck his melon at you, and so long as you leave the dodge to the last second it'll pass you and hit the golem. Another way of killing them (and you if you're not careful) is with the trapdoors. They open and all that falls in dies. If you can keep playing a matador and bull game with them over the trapdoors (you running to the side of 'em), they sometimes fall in to their demise. Keep the monkeys alive until the golems are dead, then kill the monkeys. Once you've defeated the first two in this section, go around to the other half of the temple and kill another two using the same tactics. At the bottom there's a shield hidden away in the door to the right. Now go into the exit at the top and you'll see a monkey to the right who legs it. Follow the path, but there's loads of spikes that jab out in hope of killing you. Just get close to them, let them stick out and pass as soon as they've retracted.

FOUL FACES

When you reach the next bit, you'll find yourself on a bridge that's not long enough to reach the other side. Pick up the Sniper Rifle and shoot out the evil stone faces. The faces rotate one at a time to show red eyes and they fire lasers at you. You can only shoot them when their face as rotated so be quick on



Fruity death: Another way to kill the golems is to use the monkeys' melons!

the trigger. The one nearest on the right goes first, then nearest on the left. Next up, is the one in the distance to the right of the doorway. With the first three removed, you can now quickly keep a check on the rest and take them out as they turn. When they're all gone, the place starts to shake as the bridge is lengthened to reach the other door. Run up the steps and kill the native that pops out, then turn around and take out the nasties behind. The tunnel starts to go red, that's because there's lots of

fire that needs to be avoided. The corridor's a huge staircase, take the native on the left out before you run onto the stairs. Now, stay exactly in the middle of the stairs (don't touch the fire no matter what!) and leg it down. When you reach the bottom head right and through the stone doors. There's the Time Crystal, but the last three golem's are here and no monkeys. Thankfully there's a Grenade Launcher which will take them out no trouble. Grab the Crystal and head through the Portal.



Metal hammer: Smash the robotic fools to scrap with the lovely, powerful plasma rifle



This is a very hard level indeed. First off, take out the two robots that appear at the door (they have Sci-Fi Bouncing Bullet Guns so watch for rebounds). Then,

walk through and, as soon as the robots materialise, reverse back into the room and take them all out from there. Now go left and left again through the door and follow the path until you reach a room with lots of robots stood in formation and a laser being scanned back and forth. The best thing to do here is wait until the machine firing the laser is next to the robots then blow that up, the explosion will take some of the robots down, your Plasma Rifle will have to finish the job. Go up and left (ignore the unfunctioning scanner thing) and keep on going around until you reach a joystick terminal. Use this to take control of a railbot, you can smash it into the green laser door to disable it. Grab the shield over to the right then make your way through where the laser screen was and flick the switch, this'll create a bridge that you'll need to use shortly. There's 10 Plasma Grenades down there as well. Grab 'em but don't dare use them on anything but the big swines that will soon cross your path – you must save them for the most desperate of moments! Back track to where you started the level taking out the odd robot that turns up. A load of robots turn up at the level's start, once you've wiped them out, head down and go through the wide silver doors.

TED ROGERS

There are two dusty bins in here, their lids pop up to reveal twin lasers that fire green death your way. A couple of plasma shots to the lasers will take them out, but be quick and have the target hovering on the spot in which they will appear, so you don't have to waste time targeting. A robot materialises as well, so take that out. Go through the next set of doors, this is where the robots get bigger. Those two great hulking swines on the right use the same Plasma Rifle as you and are very dangerous. Chuck a Plasma Grenade at each one then, if they're still alive, a couple of shots will finish them off. There's a couple of dusty bins that need taking care of, and any railbots that come your way from the rail above your head could do with a slap. Run up and through the silver doors on the right. Take the two dusty bins out then open, but don't go through, the next doors. A big robot is making his way down this ramp, wait until he appears then chuck a Plasma Grenade at the back of his head. Watch out for those fire bursts that appear on the right, then take out another wave of normal robots which appear. Run up the ramp, take the dusty bin out then cross the bridge. Three more robots appear on the bridge, kill them, the dusty bin on the other side and any railbots that go under the bridge



TIMESPLITTERS

WALKTHROUGH



Spider bin: One fully charged laser beam to the chops sees these walking bins deader than cords

as they can shoot up at you. Follow the path around and you'll come to come four things that look like cannons. Two of these will spit out a Homing Bomb which need to be shot down before they get to close. Keep going, taking the robots out, you'll see a big energy mode to the left. Go down the ramp and grab the shield under it. Now you've got two big robots, one on each side of this level section, that are tooled up with the horrifically deadly Laser. This cannot be dodged once fired, its ray moves at the speed of light, but when you see a little red light on the gun it means it's about to fire so use that as a warning to move out of its path. Take the one on the right out with a Grenade (and a Plasma shot if need be), grab his Laser then go after the other one. If you hold down **LB** you can use it to create a shield, **RB** projects a laser. Holding down **LB** powers it up for a more beefy shot, but uses power that's in short supply. Regardless of which end of this segment you're at, the silver doors both lead to the same place. Go through (watch the Homing Bomb cannon thingies!) and destroy that drone on the floor. The weapon in the light is the Electrotool – this is the weapon you'll need to destroy the four energy modes.

NASTY SPIDER BIN

But, that's no ordinary dusty bin next to it, it's an tricky spider bin. As it's transforming release a shot between the eyes, or chuck a Plasma Grenade at its face then leg it. Grab the Electrotool then take out the four robots that turn up. Make sure the ray doesn't touch the red laser wall or you will receive damage. Also, the Electrotool regenerates so you can run back and stock up on power whenever it suits you. Head back to the energy mode and use the Electrotool to spin it into destruction then take out the small army of robots that turn up to bug you. You'll see a red laser door drop, go through (up the ramp) and you'll come to a rail just above you. Before going right, destroy any railbots that appear (you can hear them coming) then get a Plasma Grenade ready. To the right is a massive robot that's a git to kill. Use the Grenade on him then grab the extra Grenades and make your way down the path taking out any railbots that show up. There's another spider bot down here, use a Grenade (try and save the laser for the end of the level) then grab the shield. Another posse of robots appears out of nowhere. They need wasting,

do the deed, grab the Electrotool then jump on the joystick... Ahem!

RAILBOTTY

This controls another railbot, you have to take it into the gap above the red laser door and around into a new room. Here you'll find another energy mode that's been protected by a shield which is powered by three little boxes at the base of the mode. Shoot them up one at a time and the shield will shut down and the electricity in the room will destroy the mode for you. Use this railbot to take any other railbots down, then return and enter the big room. There's lots of Homing Bombs in these cannons, all you can do is walk forward and retreat back when they appear and take them down from a distance. Run through the next door, you'll see another joystick. This is perfectly targeted on the next spider bot so leave it for a second. Run into the next room, grab the Plasma Ammo then head towards the spider bot. The second it starts its transformation, leg it to the joystick and kill it. Now take the railbot around so it's facing the exit of this room. Run into the level, take out the dusty bin and, when the robot appears, run to the joystick and shoot it with the railbot. It'll shoot back and destroy the railbot, but you'll have weakened it. Head into the next room and throw a Grenade at the big robot with the laser. Take down the normal robots with the Plasma Rifle and grab the shield under the ramp. When you reach the bottom of the ramp, a spider bot appears at the top. Use the laser on it then go over to the other computer to activate the crane. This'll bring the third mode over to you so you can Electrotool it to pieces. Use the next computer to move the energy mode across the roof. Use lasers to take out



Dusty bin: A couple of shots see these chaps off, but you must hit the eyes



Electro tool: Destroy the mode by holding the electric ray on, spinning it beyond belief

the three robots from a distance, then leg it up and around the ramps. Kill the spider bot with a Grenade then grab the shield from under the ramp. Cross over to the other side, take the next two spider bots out with Grenades and bear in mind the shield above the ramp (use it when your current shield has depleted). Touch the terminal, grab the Rockets from the room and use one on the green laser door, taking you back to where the third mode was destroyed. Excellent!

VALLEY OF DEATH

Once that last mode has gone, all hell breaks loose! Use Lasers and Missiles on the big fellas and normal Laser shots on the little ones. When the gate drops, it means everyone's dead so go and collect Ammo, then head down this new pathway. The Time Crystal will be located as you make your way into the factory core. Now you've got to fight a robot that makes Metal Gear look like R2D2! There's a little robot on the right, shoot him, grab the Homing Rockets then just keep letting rip into the front of the robot where the Machinist is. The Rockets, and the little robot, keep regenerating so use your Plasma Rifle to take the robot out then use the Rockets on the Machinist. When you've beaten the Machinist, run up the stairs, grab the Time Crystal, and run back through the Portal. On to the last level we go.



Sentry 'bots: Use two laser beam shots to drop these massive metal muthas



Shield generator: Blow the three bases and the mode's shield will be disabled

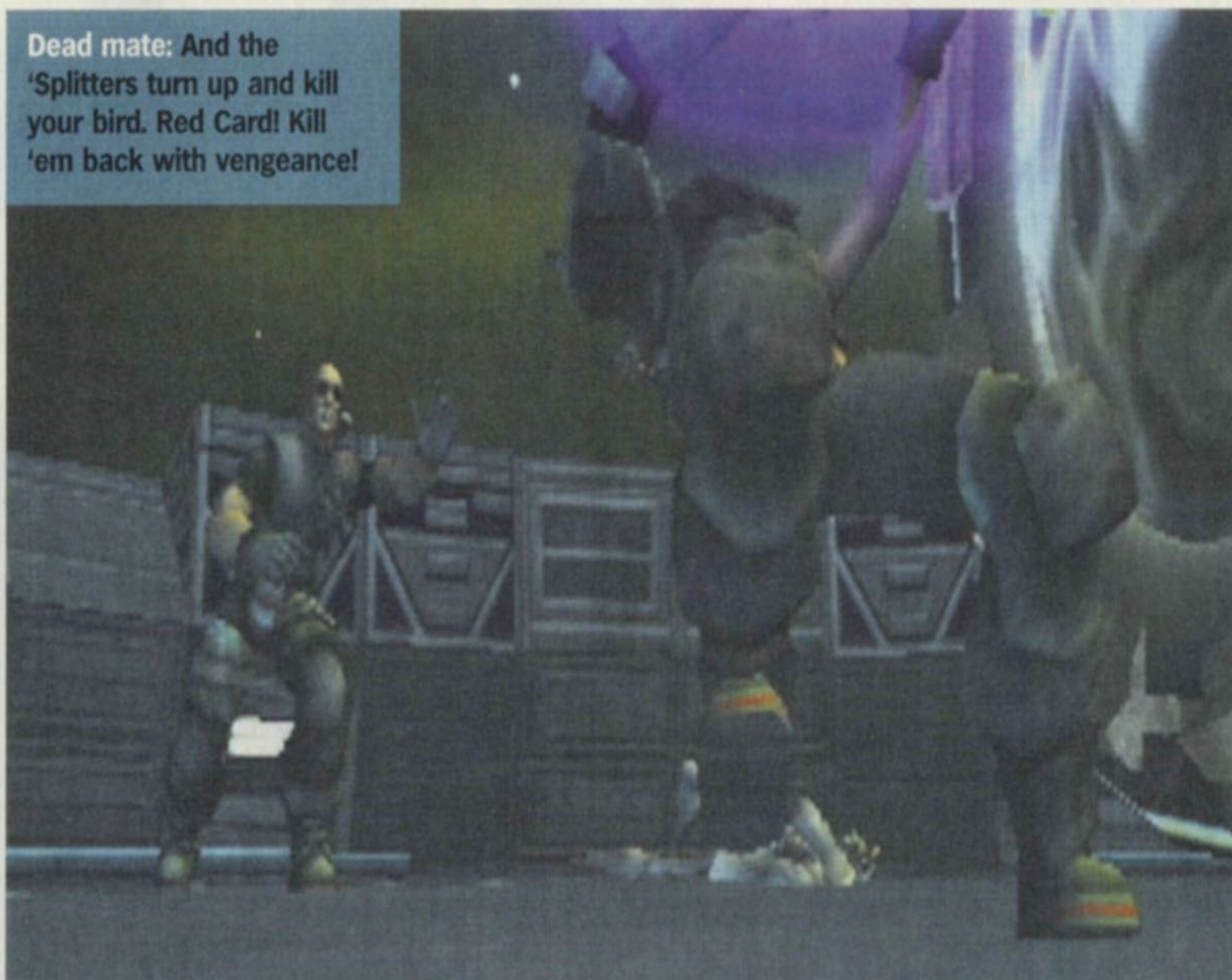




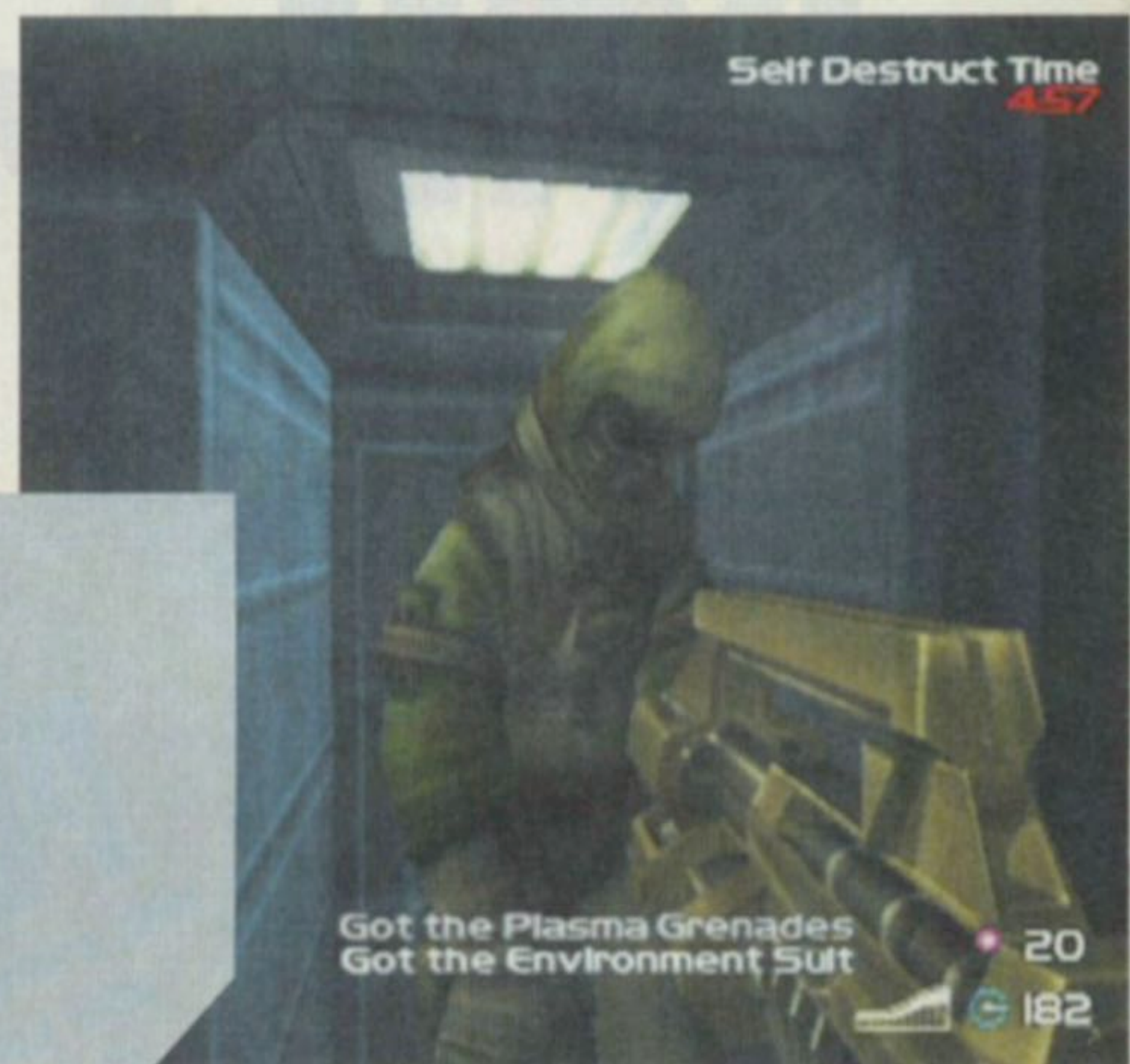
The machinist: Keep using missiles on the lunatic and soon he shall be gone



Dead mate: And the 'Splitters turn up and kill your bird. Red Card! Kill 'em back with vengeance!



Self-destruct: Flick the three switches to start the six minute countdown. That's when you need to start absolutely leggin' it



Got the Plasma Grenades
Got the Environment Suit

LEVEL TEN: SPACE STATION 2401

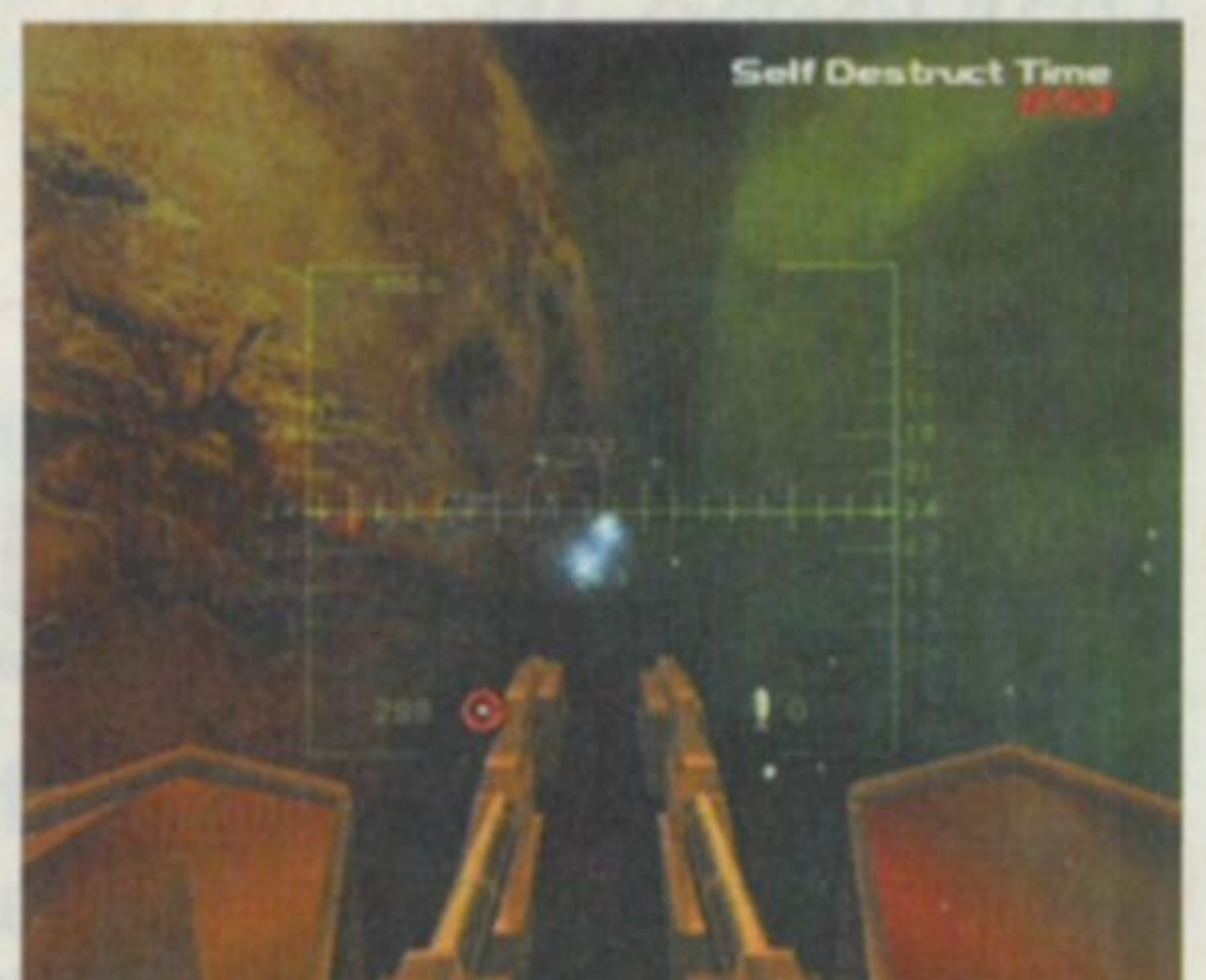
keep going forward. You've now got one long battle left to get to the airlock. Keep piling through the doors ripping the TimeSplitters to shreds and grabbing dropped Ammo. Also, watch out for those Mini-Guns on the roof to the left, take them out with Plasma Grenades or just leg it past 'em if you've got lots of health. When you reach the airlock, you have to wait until the door behind you is closed before it opens. Now leg it to the gun turret up ahead.

SHIP-SPLITTERS

You have to take down 20 TimeSplitter spaceships for your next objective. They come in waves, it's not too difficult, but you have to be quick or the show's over. Grab the shield when you've done it and head back into the airlock. A TimeSplitter appears in there with you so have your trigger finger nice and itchy. Now, once this door opens, it's just plain manic. There's a ludicrous number of TimeSplitters, there's no point in trying to fight them, there's far too many and it'd take too long to kill them all so just barge through 'em blasting away like there's no tomorrow. There's a turning to the left, use it and go through the door. Use a Plasma Grenade on the Mini-Gun on the roof then pick up your own Hand Mini-Gun. Follow the corridor around and go right. Activate the lift switch, wipe out the TimeSplitters and chuck a Grenade at the Mini-Gun on the roof (it's in the centre of the room).

GIVE US A LIFT

Take the lift down, it seems to take forever! If you've got 30 seconds left when the lift starts to descend, it's going to be very, very close and you're probably already dead... When you reach the landing bay, leg it to your ship and up the ramp ignoring the TimeSplitters, they're gonna bite the dust in the end sequence. Once on board, congratulations, you've just completed *TimeSplitters2*! It says the TimeSplitters will be returning, we're looking forward to it very much, see you at the start of *TimeSplitters3*!



Zoom: Use the zoom function to take out the distant 'Splitter ships with ease



Darkness: The path from the airlock to the lift is madness. Just charge through, firing



Ramped up: At last, you're finished, only another few years to wait for *TS3*, damn it!



This is insanely hard! You'll do this a couple of times before you can do it fast enough to get through... But here's what you've got to do. Don't bother with the alien wasps or the TimeSplitters for the moment, just leg it sharpish. Grab the Crystal then drop off the platform down to level three. Enter any door (except the bridge) and run around activating all three switches to start the self destruction sequence, giving you six minutes to get out. Go back into the inner section. Grab the shield and Plasma Ammo from the thin platform then drop down back to level three.

BRIDGE TOO FAR

Go through the bridge door and down the corridor. At the bottom you'll find two TimeSplitter swines with Plasma Guns. Take them out and the two TimeSplitters that appear then head left to level four. Go right when you reach level four and go through the door. At the end of this corridor is an environment suit (needed for space). Grab the shield, Grenades and dropped Ammo then head back. Pass the lift on the left and just



RATCHET AND CLANK

WALKTHROUGH

THE FACTS: GAME NAME **RATCHET AND CLANK** ● PLAYERS **1**
● MEMORY CARD SPACE **330KB** ● DIFFICULTY **TAXING TO UNCOVER EVERYTHING** ● COMPLETION TIME **FIRST PLAY 15-20 HOURS**

RATCHET AND CLANK

With a little help from your tips friends you'll be master of your little universe in no time at all!



FIRST AID

Gadgets, weapons, golden bolts... We take your rusty platforming off the R&C scrapheap and turn it into chromed excellence bar none.

MAG VIEW

"Brilliant. A gripping comic space opera that's outstanding in every way. Gaming really doesn't come much better. This demands your attention."



GRAPHICS **10**

SOUND **09**

GAMEPLAY **09**

LIFE SPAN **09**

VERDICT

09

01 WEAPONS

There's a whole universe of evil just waiting to turn you into cat litter, so to ensure you're prepared for anything, the game supplies you with gazillions of weapons (well, 15). No matter what the situation one of these boys will see you right.



DECOY GLOVE

Lob one of these and a replica of Ratchet will appear to draw enemy fire.



VISIBOMB GUN

A fly-by-wire missile with a limited range. Also useful for casing hidden areas.



MINE GLOVE

These little nasties will activate and chase down anything that moves.



TESLA CLAW

An electric ray leaps out of this and then jumps between multiple targets.



TAUNTER

A squawking lure that encourages enemies into lethal situations.



BOMB GLOVE

Does exactly what it says on its fleece lining. Very very handy indeed!



MORPH-O-RAY:

High comedy value as this'll transform any enemy into a chicken. How cool is that?



SUCK CANNON

Suck up smaller foe and then use them as guided missiles against large enemies!



BLASTER

Probably the most used weapon in the game. Ideal for sniping an area.



R.Y.N.O

Blackmarket launcher with multiple warheads which will Rip You (a) New One.



DEVASTATOR

Your standard rocket launcher. Great for long range attacks.



PYROCITOR

Nothing clears swarms of foes faster. Spark it up, run in circles and they'll fry!



DRONE DEVICE

These tiny mechs circle you, attacking anything that dares to approach.



WALLOPER

A weighted fist that allows Ratchet to punch his way through gangs of enemies.



GLOVE OF DOOM

Similar to the Bomb Glove only these Grenades have legs and sniff out trouble.

BEAT THIS

WE PUT DOWN A SCORCHING TIME OF 2:19:13 ON THE KALIBO 3 HOVERBOARD COURSE. THINK YOU CAN DO

SAND MICE LOCATIONS

NOVALIS:

Behind the support for the bridge that crosses the river on the opposite side from where you meet the Planetary Chairman.

EUDORA:

One the higher area beyond the first bridge you raise after leaving your ship.

NEBULAR G34:

Inside the hidden room off the cavern just before the boss battle with the giant turtle dragon. Golden Bolt No. 9's also located here.

RILGAR:

When you enter the large cavern with a number of Blarg patrolling the level below, scout the entire level and you'll find one behind some crates.

BATALIA:

Behind the first large building on the left as you head away from the



grind track. Go round behind it and you'll see it hidden slyly amongst the vegetation.

POKITARU:

At the pool under the waterfall, jump off the cliff toward the sea and glide down to the beach below. You find him hiding there.

02 GADGETS

Gadgets in *Ratchet And Clank* come in three different types. Those that can be equipped on the head, those that are used by the hands and those that get worn on the feet. Collect them all and you'll be sorted.

HAND ITEMS



SWINGSHOT

Obtained from Qwark's Personal Trainer on Kerwan. You can swing from yellow or green anchor points.



TRESPASSER

Obtained from inside the refinery building on Aridia. Use this on any of the wall locks in the game and you'll face a mini logic puzzle to tax your brain.



HYDRODISPLACER

Stolen by Clank from the Blarg Space Station. Use it on valves and you can empty or fill reservoirs.



METAL DETECTOR

Earned by gunning down the attack ships on Batalia. Equip it whenever you see a bolt icon in the bottom right corner on the screen to find hidden items.



HOLOGUISE

Rescue the Gadget Engineer and he'll give you this item that allows you to disguise yourself as a robot.



GADGETRON PDA

Picked up on Kalibo 3, this handy express delivery means you can dial up a Vebdor wherever you are.

BACK ITEMS



HELI-PACK

Purchased from Al at his Robo Shack on Kerwan. It allows you to Boost Jump and glide to new locations. It sure comes in very handy at times!



THRUSTER-PACK

Picked up from Hal at his Robo Shack located on Pokitaru. Allows you to preform the Power Slam.



HYDRO-PACK

Grab this from Edwina. Combine this with the O2 mask and freely explore underwater.

HEAD ITEMS



O2 MASK

Clear the Jowai resort and the Rep will give you this item that lets you breath underwater, in outer space and in the atmosphere of Orxon. Super!



SONIC SUMMONER

Win the Hoverboard championship and then go see Skid McMarx's agent. He'll give you this device – you'll be able to call the Sand Mice in for back-up.



PILOT'S HELMET

Located on a platform on Gaspar, this prop allows you to pilot the Blarg's attack fighters.

FOOT ITEMS



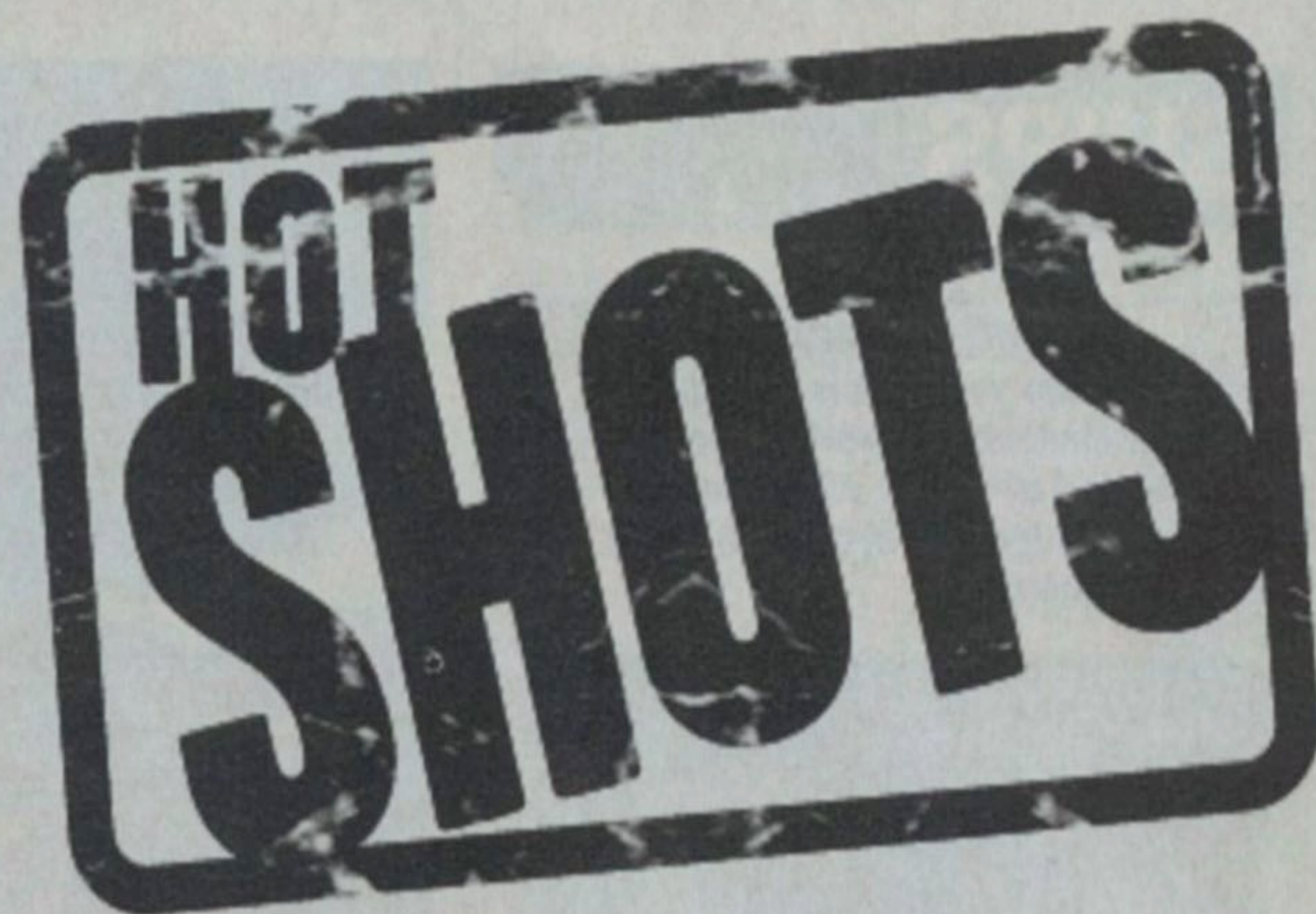
MAGNEBOOTS

Explore the scientists quarters on Orxon, these boots will allow you to climb any designated metal surface.



GRINDBOOTS

Rescue the Gadget Engineer from the Blarg Station and he'll most generously sell you these at cost price. What an honest salesman he is!



White hot blasts of wisdom for mastery of the game...

PARTING WORD

Comprehensive as this walkthrough is – if you want to see the credits roll in with a substantial number of Golden Bolts in the bank – we're still discovering hidden extras right up until the end of the game. For example, a small aside in the description of the Hydro-pack says that it is useful against strong currents. So, back to Novalis we head, into the river we go and guess what we find up stream? Ah, that would be telling... Just make sure you keep an eye on our news section for updates and cheats!



SKILL POINTS

There are loads of places where you can pick up bonus Skill Points which you can exchange for extra goodies after the credits roll. For instance, try finding a way to jump onto the rotating robot on top of Al's Robo Shack in Kerwan, or swat several logging 'bots out of the air in Eudora. The more skill points you acquire the more bonus features you can unlock once the game has been completed.



RATCHET AND CLANK

WALKTHROUGH

SHIPS

SHIP 1

The first ship you pilot is the one that Ratchet's been working on his homeworld of Veldin. All he needs is a robotic ignition system to get it started. Cue Clank.



SHIP 2

Your second vehicle is given to you by the Planetary Chairman of Novalis in return for you not torturing him. How considerate of you.



SHIP 3

Beat the Blargian Snagglebeast on Umbris and you'll get to steal Qwark's ship as a reward for your bavery.



SHIP 4

Once you've secured the Pilot's Helmet from Gaspar you can fly the Blarg attack ships located on Pokitaru, Oltanis Orbit and Veldin Orbit.



SHIP 5

This sleek black number arrives as soon as you finish off Qwark on the Oltanis Orbit space station.



Pile of ship: Smack this lot out of the sky and you'll earn yourself a skill point



Mech rescue: Your first info 'bot turns up once you save this guy



VELDIN — KYZIL PLATEAU

After the introductory cut-scene finishes head over to the hanger and clear up the crates located there. Move back out to the clearing in front of the ship, smack the toad like creature in the middle and move over to the bridge.

Destroy the crates to the right of it and then continue across. Take the platforms up to the higher ground on the right and jump the gaps removing any crates and toads as you go. Once in front of the wreck, go right first for more bolts before doubling back and walking down inside the ship's interior.

Hyperstrike (⊗, ⊗, ⊗) the robot blocking your path and then move round the corner. Use your Bomb Glove on the second 'bot before continuing round the depression and bombing the three 'bots beyond. Once they're down, go through the arch, bomb the robots on the other side then skirt the crash site, collecting as many bolts as you can. Head into the centre to meet up with Clank for the first time. After the cut-scene's completed you'll find yourself jetting off to the planet Novalis.

NOVALIS — TOBRUK CRATER

We have no idea how you'd survive such a shoddy landing but, once you're on your feet again, head toward the Gadgetron Vendor and turn right into the watery cave. Climb the platforms and the fallen stalactites and enter the room beyond them. Swat the two wasp 'bots and turn right up the staired tunnel. Enter

the first turbine hall and Hyperstrike the first robot on the left. Double jump the chasm, clean up the crates on the other side and take the lift up to the entrance of the second turbine hall.

Follow the first platform to the end of the room and jump towards the steps opposite. Follow the second platform back the length of the room before jumping towards the second set of stairs. Jump across to the third section and double jump up the lifts to the high walkway. Follow this through the room to the next area.

Talk to the Plumber, buy the Info 'Bot from him, break up the crates and take the sewer back to the entrance. Once out of the cave, turn left and wade across the shallow pool. Swim across the pond beyond that and press ⊕ next to the bolt in the floor. Turn the left analogue stick anti-clockwise to open the door before heading into the secret area. Follow the tunnel before using your Bomb Glove on the three 'bots in the first cavern. Clear the crates in this first area then dive into the pool to the left. Swim down and take the submerged passage to the tank in the next area. Jump down the tiers of tanks and slap down the two wasp 'bots at the bottom.

Now look to the left of the door and throw a Bomb at the wall there. A cavern is revealed containing Golden Bolt No.1. Use your wrench on the bolt in the floor and continue through. Take the second underwater tunnel and return to the Vendor. Ignore his wise cracks and buy the Pyrocitor off him before taking the lift on the cliff side down to the river bank below.

Follow the river's course dealing out some spanner justice to any of the gun or wasp 'bots that get in your way. Move between the buildings until you reach three tree stumps. Turn left and head up the steps, following the path round to the start of a bridge. Once the

brief cut-scene's ended, cross the broken bridge and Hyperstrike the three 'bots blocking your progress. Follow the steps down and jump the low wall to your right before reaching the bottom. Clear the crates below then advance down the river bank to the waiting metal goons. Once you've crushed them all, walk into the clearing and wait for the carrier ship to land. Take out the three escorts and have a chat with the Planetary Chairman for your second Info 'bot. After that, tidy up the area, then take the bridge and then the lift to your brand new ship.

KERWAN — METROPOLIS

First up, grab the booty to the left of your ship then take the tunnel until you reach the Gadgetron Vendor. Buy the Blaster off him.

Jump the fence just past him, then pull the analogue stick back towards you. Repeat the process after you land on the first ledge and you drop into a hidden area where Golden Bolt No. 2 is located. Take the taxi at the end back up to the start.

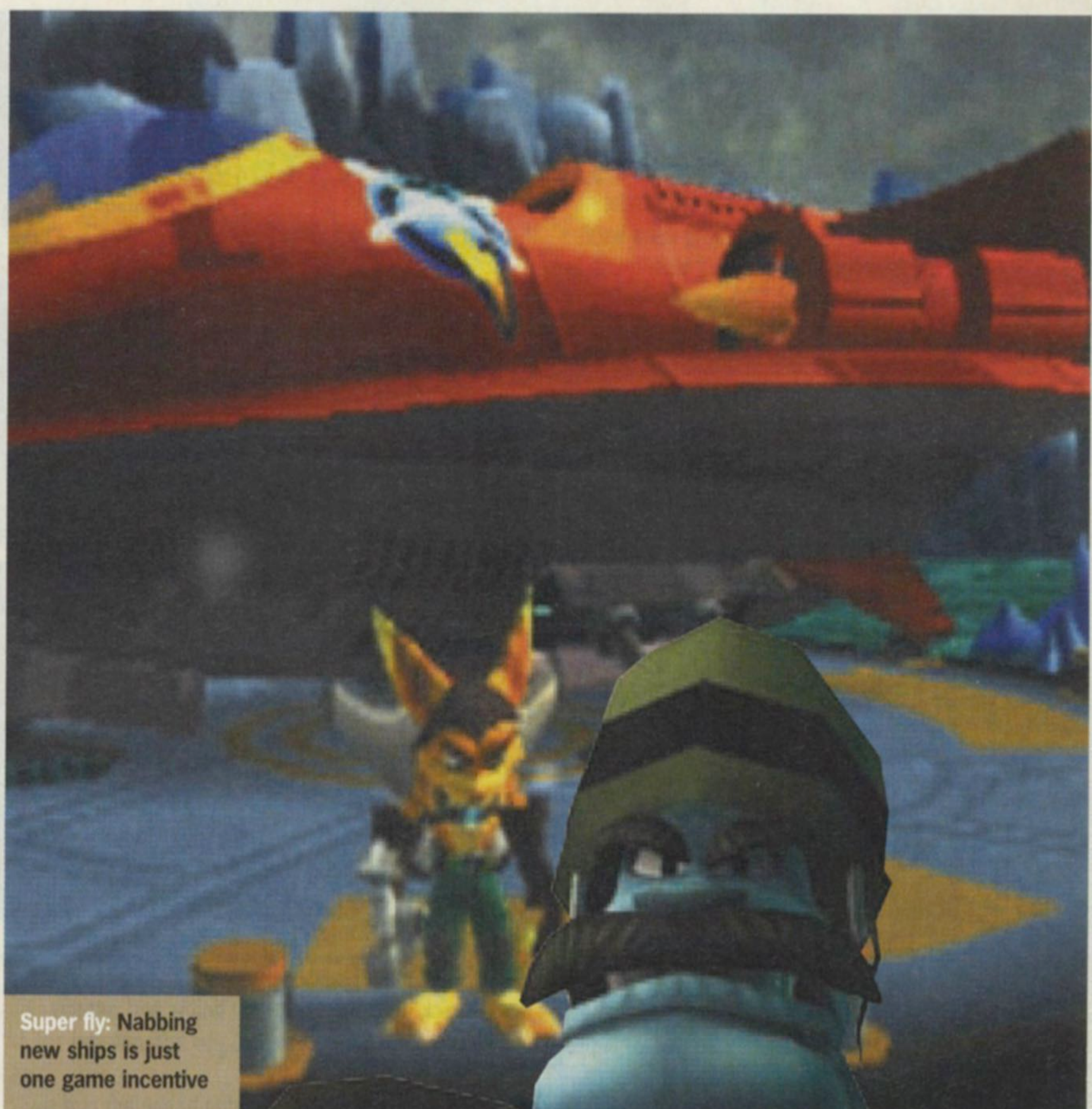
Go back to the Vendor and take the walkway to the right. Remove the robo dogs that attack along with their owner before clearing the area where the wanted posters are located. Double back, cross the bridge to the left and batter the awaiting 'bots and their alien masters. Switch to First-Person Mode and gun down the 'copter with your shiny new Blaster. Now cross the bridge and sweep the area at the top of the escalators.

Head down. Take out the enemies gathered around the statue. Cross the bridge to the left and continue on until you reach Big



Orion's melt: The lava of Gaspar isn't so bad once you've got the technology to bypass it

Cash machine: Pay Al and he'll upgrade Clank for you



Super fly: Nabbing new ships is just one game incentive

Al's Robo Shack. Pay to have Clank upgraded and then go through the newly opened door. Boost Jump (□ + X) up the crates outside and then Stretch Jump (□ + X while running) over towards the lift. Don't go up it just yet as the crates to the left hold some Ammo. Zip up the lift and then jump and glide over to the lower square on the left. Equip your Bomb Glove before leaping and drop a few surprises on the waiting nasties. Mop up the stragglers and then take the next lift up to the higher area. Kill the robo dogs, the spawn device and the mine layer before crossing the bridge and taking the escalator up to the train station.

Once you've dealt with the first guard at the top, Boost Jump up onto the luggage to the right. Equip your blaster and destroy as many robo dogs as you can. Follow the high path round until you claim Golden Bolt No. 3 as your own. Drop down and clear up the mess you've made. Once back at the top of the escalators, kill the three guards beside the train and then take the path left around the back of the luggage. See that wall of crates? Don't destroy them just yet as they give you access to the top of the luggage stacks. Clear the upper area, then drop down and destroy everything you can find before heading back and boarding the train.

Work your way along the flat carriages, killing the guards on route until you reach the engine. Once at the new station, head left and destroy all the boxes in front of you before doubling back for the mine layer and the info 'bot that's snuck round the corner. Once the cut-scene's finished, don't take the lift. Instead, go to the right of it and Boost Jump and glide to the hidden area to the right. (There's another hidden section back down where you first encountered the 'copter enemy. Go to the building opposite where you met him and Boost Jump up through the window). Once

you've collected all the extra goodies, head back to the Vendor and clear the area under the bridge before walking over to the Captain Qwark droid.

After talking to the springy hero, climb the large structure behind him. Once on top, take the zip line to the bottom of the second structure. Climb this also, but don't take the zip line just yet. Wander over to the far right side of the roof and peer over. Spotted that open archway on the building next door? Good. Boost Jump and glide over there for Golden Bolt No.4. Take the taxi back to the Vendor and then work your way back to the point where you jumped.

Now take the zip line over to where Qwark's instructor is working out. Buy the Swingshot off her and then use it to get to the final zip line that takes you back to the start of the assault course. Retrace your steps back to your ship and jet off for...

ARIDIA — OUTPOST XII

Immediately walk behind your ship and cross the low bridge to where Skid Mc Marx is located. Carry on and clear the first area of sand sharks using your Pyrocitor. Hug the cliff face to the right and work your way to another infested hollow. Once clear, use your Bomb Glove on the cliff face to the right and you'll blow a hole that'll lead to Golden Bolt No.5. Backtrack and then move to the right of the central rock formation in the middle of the large sandy area. Toast all the gathered sand sharks and their generator before climbing the rock face and sweeping the top for badness. Drop back to the plain and walk towards the

crashed ship toasting anything that moves. By now you should have wasted all the sand sharks, resulting in Skid giving you his Z3000 Deluxe Hoverboard. Once you've got this item, climb through the open door of the ship and take the crane platform back down to where your ship is parked.

Move towards the large refinery building slapping any sand sharks or blowtorch 'bots as you progress. Take the lift up into the building once you reach it and turn left. Use the Swingshot to cross the first chasm and then follow the path of floating tethers around until you reach the platform covered in detonating boxes. Quickly Swingshot then Swingshot again to bypass this hazard before following the path on until you traverse the large room and pick up the Trespasser as a reward. Once up here, drop off the ledge to the rotating platform below for Golden Bolt No.6. Swingshot back up and then destroy the boxes blocking your path. After this, take the lift

RATCHET AND CLANK

WALKTHROUGH

CHARACTERS

People are the driving force behind your quest. Whether you're trying to hunt down Drek or just picking up a rare mineral for a furball in a snorkel, these are the people that'll get you motivated.



NAME: Plumber
LOCATION: Novallis, Batalia
GIVES: Info bot for Aridla, Metal Detector



NAME: Planetary Chairman
LOCATION: Novallis
GIVES: Info bot for Kerwan and other goodies



NAME: Al
LOCATION: Kerwan
GIVES: Heli-pack upgrade for Clank



NAME: Qwark's Personal Trainer
LOCATION: Kerwan
GIVES: Swingshot



NAME: Skid McMarx
LOCATION: Aridla
GIVES: Hoverboard if you destroy all the sand sharks



NAME: Skid's Agent
LOCATION: Aridla
GIVES: Sonic Summoner if you win the Hoverboard Championship on Rilgar



NAME: Blarg Lieutenant
LOCATION: Eudora
GIVES: Info 'bot for Nebular G34



NAME: Gadgetron Engineer
LOCATION: Nebular G34
GIVES: Grind Boots for your gaming pleasure



NAME: Arms Dealer
LOCATION: Downtown Blackwater City
GIVES: The R.Y.N.O. for the shocking sum of 150,000 bolts.



NAME: Hoverboard Girl
LOCATION: Downtown Blackwater City
GIVES: Hoverboard upgrade that allows you to trade tricks for boost.



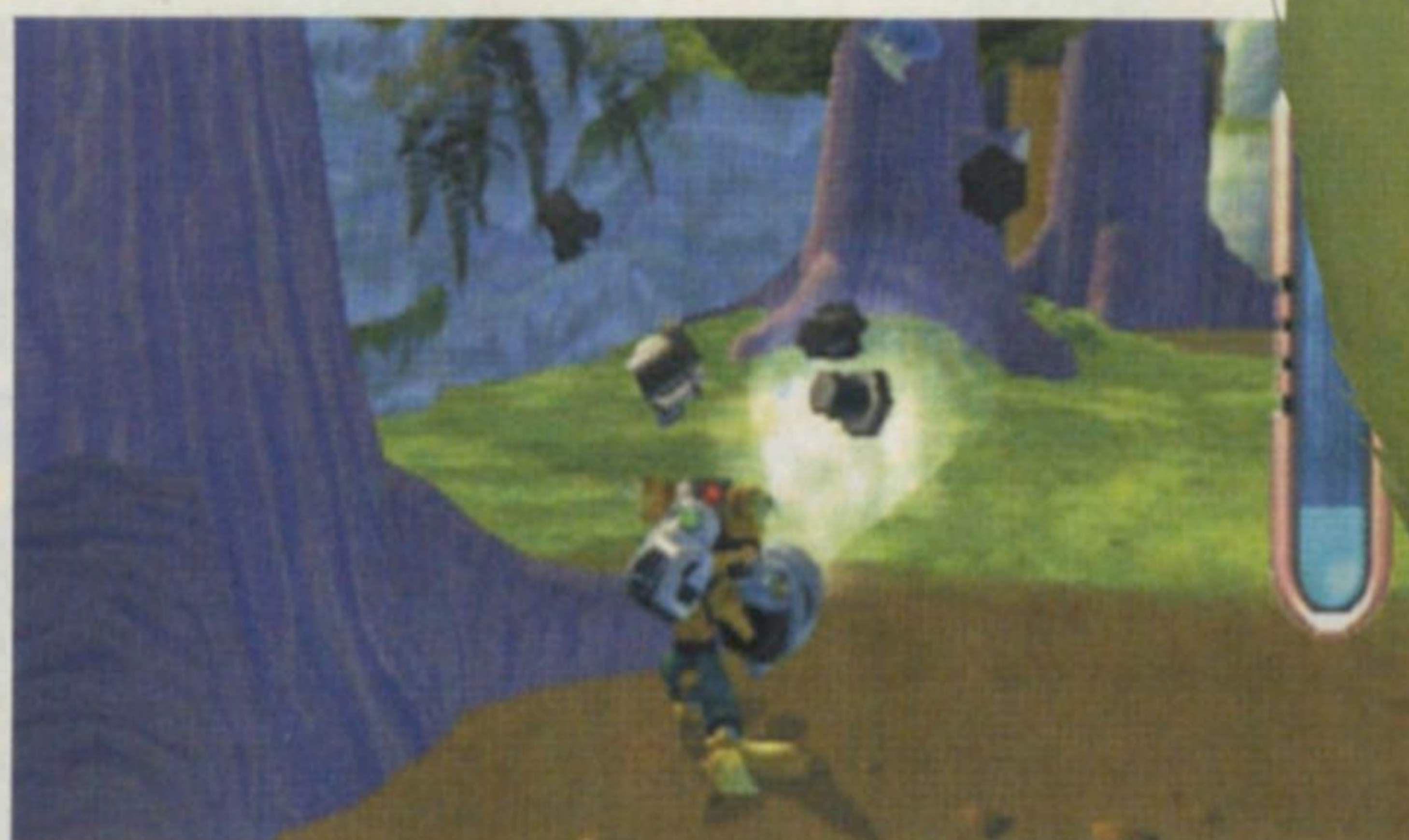
NAME: Captain Qwark
LOCATION: Rilgar, Umbris, Oltanis Orbit
GIVES: Info 'Bot for Umbris



NAME: Sarge
LOCATION: Batalia
GIVES: A handy info 'bot for Orxon



NAME: Grunt
LOCATION: Batalia
GIVES: Info 'bot for Gaspar to help you on your way



Suck it and spree: The Suck Cannon powers up and gives you extra bolts in the process



Gun damned: The Giant Clank Mode is a definite highlight

back down to the rooms below and retrace your steps back to where you first entered the building.

Walk across the bridge to the left and do a double Hyperstrike to remove the blowtorch 'bot in your way. Do the same for the next one and the one beyond the conveyor belt, and the one on the platform and the one standing in front of the stack of crates. Now take the lift down to the lower level. Explore the area for bolts before returning to the wall with hand prints on it. Climb up here, sneak through the pipes and turn right after removing the blowtorch 'bot on the other side. Jump and cling to the ledge before sliding across until Ratchet can pull himself up. Follow the path round, climb the stacked crates in front of you and Boost Jump over to the hidden area. Destroy the crates then climb the blue wall until you are out in the open once again.

Turn right first and Boost Jump into the goop near the corner stone of the construction site. Hop onto here and jump to the central island. Work your way along its length and examine the back of the dumper truck for Golden Bolt No.7.

Return to the small beach where you started from and jump across the narrow stretch of mud. Head over to the ship in the distance to meet up with Skid's Agent. See the transport cylinder to the right? Jump on and return to your ship before launching into the wide black yonder. Where are you headed? Well, hold on tight, keep reading, and all will become as clear as the night sky in mid-winter... Ahem, well carry on regardless!

REASONS TO RETURN:

- After winning the Hoverboard Championship in Blackwater City, return to meet Skid's Agent and he'll give you the Sonic Summoner, allowing you to interact with the Sand Mice whenever you choose.
- Once you've obtained the Magneboots from Orxon, climb the structure behind Skid's Agent to reveal the magnificent Golden Bolt No.8.

EUDORA — LOGGING SITE

Climb up the rock formation behind your ship and clear out the hulk first, then drop back down and follow the cliff face to the right of the Gadgetron Vendor. Ignore the locked door and keep heading down the path until you reach the collection of saw 'bots. Destroy them all then take the first two steps up to the next level. Stop. Turn round and Boost Jump up to the ledge behind you for Golden Bolt No.9. Drop back down and head to the end of the path before doubling back to where your ship's parked. Remove the axe droids in front of the bolt on the ground before using your wrench to raise the first bridge. Cross it and head right to the yellow wall with the arrow on. Wall bounce up it and turn the floor bolt above to bring the higher platform down.

Drop back to the main path and go left taking out the saw 'bots as you go. You'll eventually reach a higher section of ground to the left. Climb onto it and, again, use your wrench on the floor bolt to erect the second bridge. Move forward and climb the ledge beyond it. Equip the Blaster and snipe the two aliens with shooters. Now take the passage to the left and swat the saw 'bots before retreating and equipping the Blaster for the shooter aliens. Once the areas clear, cross the next bridge. Boost Jump to the platforms around the trees and follow the path, dropping Bombs on anyone below. Head into the glade on the other side and remove any resistance using the Blaster before doubling back and taking the path to the left. Snipe the trio of nasties up this path then use your wrench on the floor bolt. Once the platform's down, climb



Key ting: Locks require a moment's fiddling to open



Bomb bad: Use explosive boxes to trap enemies

Out to launch: Once you discover the Mine Detector, you can use it to dig up enough bolts for some real lumps of major firepower

onto it and Boost Jump and glide across the chasm. Chuck a few bombs down at the large 'bot below and then finish him off with the Blaster. Walk on into the next area where you'll find a couple of saw 'bots lurking. Head left here and Wall Jump up a second marked area for some added crates. Drop to the floor once again and lob a couple of bombs through the door on your left. Go inside and walk through to the balcony. Boost Jump and glide over to the domed building and use the stumps as cover before sniping the shooters gathered there.

Lob a handful of Bombs at the big droids inside the building then scoot over to the Suck Cannon to claim it as your own. Continue on, Boost Jump along the cliff face before leaping the chasm and heading back to the ship.

Stop off at the Gadgetron Vendor to pick up a Glove of Doom, then head to the pinkish locked door behind your ship. Use the Trespasser, solve the puzzle and head through. Boost Jump and glide to the next platform then hop over to the floor mounted bolt.

Turning this will lower a series of Swingshot anchor points. Follow their trail to the second bolt then, once the platforms have dropped, Boost Jump across to the final floor bolt.

Swingshot to the far anchor point and use the Trespasser to open the door. Deal with the Lieutenant inside and nab the info 'bot for Nebula G34.

After that it's back to the ship for a short dose of R'n'R.

NEBULA G34 — BLARG STATION

Firstly pick up the Taunter from the Gadgetron Vendor then tour the first area. Turn left from facing the Vendor and head over to the wall. Take the door on the left for a quick shuttle trip to the sub level. You should be scared — it's a Blarg ship!

BLARG BATTLECRUISER

Make sure you've got full Ammo for your Blaster and take the door to your right. Pick off the alien shooter beyond and equip the Pyrocitor. Flame both corridors until the gather hoppers are no more, then move on to the next section. Zap the guys in space suits and walk onto the bridge. Use the Blaster to take out the turtle dragons from a distance then go to the window and hit the red button in front of it. Once the self destruct system kicks in, quickly leg it back through the ship, blasting any turtle dragons on route. Now hop into the shuttle and return to the space station.

Open the door opposite by smacking the lock and double jump the gas vents on the other side. Use the Pyrocitor to clear the hoppers in the next corridor before picking off the guy in the following room. Use the Taunter to clear the next corridor, take out both locks and fry the hoppers lurking on the other side. Once you reach the locked room at the end, use the Trespasser to open it, but don't enter. Instead, fry the crates in the middle before clearing up. Head back into the passage and take the door left. Ignore the crates to the right if you want and take the path left before timing your climb off the platforms to avoid the gas jets. Swingshot across the roof of the room and blast the guard blocking the exit.

Use the Taunter to lure the hoppers into the force field before sniping the first lock with the Blaster. As soon as the turtle dragon escapes, run back down the corridor and shoot it from a distance. Do the same for the second nasty then proceed down the newly opened passage. Snipe the guard beyond the next door, then equip your Glove of Doom. Jump into the next room, lobbing bombs as you go, then retreat and watch the fireworks. Now clear the lower level of crates and check the upper tier for the hidden room and Golden Bolt No. 10. Return to the lower deck, knock out the locks and work your way round the room beyond, blasting the turtle dragons and throwing your wrench to pop the locks. Save at the door and get ready for the game's first big boss battle.

GIANT TURTLE DRAGON BOSS BATTLE

Once the cut-scene's finished, equip your Bomb Glove before running. Every time the creature stops to strike, chuck a bomb at it. If it retreats, go after it and keep up the cycle until it screams. When it does, quickly equip the Pyrocitor and torch all the hoppers that appear. Go back to your run/bomb routine until it screams a second time. Quickly equip the Blaster and take out the two smaller turtle dragons. Return to bombing the bigger creature until it finally pops its claws.

Once it's dead, exit to the next room and rescue the stranded Gadget Engineer to receive the Grind Boots. Take the grind track back to the main hanger and use the Trespasser to solve the lock in front of you.

Take control of Clank and explore the outside of the space station. Follow the curved walkway, enter the ship and glide over to the belly of the one parked next to it. Go to the other side of the crates, turn right and take a second walkway up to another ship. Cling onto the ledge in front of the little robot and shimmy along until he can pull himself up. Once inside, go left round the pipes and release the Gadgetbots there. Set them to 'attack' and launch them at the turtle dragon blocking the way. Once the area's clear set them to 'enter' and, once the forcefield drops, go into the next room to claim the Hydrolisplacer. A new bridge will now appear which you'll need to take to return to Ratchet in the hanger.

REASONS TO RETURN

Once Ratchet has the O2 Mask from Pokitaru, he can go outside and locate Golden Bolt No. 11 located on the nose of one of the ships.

RILGAR — BLACKWATER CITY

First up, visit the Gadgetron Vendor and buy

yourself a Mine Glove. Now go right of your ship and cross the pontoons. Mine the door then hit the switch on the floor before using your Blaster on the tank inside the room. Take the door to the right and Stretch Jump to the pontoon and on to the next door. Mine it again before hitting the switch and use the Pyrocitor to torch the Blarg and all its offspring. Once the bridge establishes itself, use the Blaster to clear the other side and then take the lift up to the next level. Do a number on the next Blarg before heavily Mining both doors and hitting the floor switch. Go through the open door and take the waiting taxi downtown.

Clear the gathered aliens and then jump on the first manhole cover. Boost Jump to a secret area then drop back down and locate the Arms Dealer on the street. After a chat, take the second manhole cover to another hidden area, drop back down and heavily Mine the exit. Hit the switch and retreat. Once through the door take the lift up and follow the rock tunnel round until you enter the cavern. Tour the top deck first, chucking bombs down on the Blarg below (Bwaa-ha-haa). Once they're dead, drop to the lower area, Mine all the doors and hit the central switch. When the all the bits of scattered alien have settled, take the obvious exit and jump on the lift at the end of the tunnel.

Once out on the next level you'll be presented with the laser maze. Basically hit any floor switches you find in the area and then ride the manhole cover up and jump back on to the beams that run across the top of the maze. Do this and you can unlock the end pen and grab Golden Bolt No. 12.

Go back to the manhole cover and shoot the take with your Blaster before doing the same to the one in the next area. Take the lift and exit onto an open plaza. Skirt the peripheries before chatting to the Hoverboard Girl in the middle.

Win the Hoverboard Championship — no easy task — and then take the taxi back to your ship.

Head over to the pontoon on the right and Swingshot over to the platform in front of

RATCHET AND CLANK

WALKTHROUGH

CHARACTERS



NAME: Jowai Resort Representative
LOCATION: Pokitaru
GIVES: O2 Mask



NAME: Hal of Hal's Robo Shack
LOCATION: Pokitaru
GIVES: Thruster-pack



NAME: Snorkel Guy
LOCATION: Pokitaru
GIVES: Persuader in return for Raritanium



NAME: Engineer
LOCATION: Hoven
GIVES: The very very rare Raritanium



NAME: Edwina
LOCATION: Hoven
GIVES: Hydro-pack upgrade to Clank



NAME: Engineer
LOCATION: Oltanis
GIVES: A very much needed info 'bot for Quartu



NAME: Robot Scientist
Location: Quartu
GIVES: A priceless info 'Bot for Kalibo 3



NAME: Gadgetron Boss
LOCATION: Kalibo 3
GIVES: Hologuise



NAME: Gadgetron Receptionist
LOCATION: Kalibo 3
GIVES: Map-o-Matic



NAME: Chairman Drek
LOCATION: Veldin
GIVES: Absolutely nothing the selfish meanie



Tanks a bunch: They may be big, but the Blaster will suffice



Chain Bang: The Snagglebeast's the first boss you battle



Show gun: Jump into gun turrets and remove doors



the tunnel. Jump inside and take the lift down to a point where you can use the Hydrodisplacer. Empty the pool, clear the bottom, refill it and then swim over to the tunnel opposite. Smash the two grills barring your way and empty the next reservoir. Take the tunnel on the right, smash the grill and grab the bolts. Head back to the valve and refill the

pond. Swim through the passage, jump out and take the water slide to the next room. Once you hit the switch on the floor the whole area will begin to fill with water. Trick here is to stay ahead of the tide. If you find yourself falling behind and having to swim you'll fail. So keep running and jumping, don't stop to fight the Blarg and you'll eventually make it through. Once out of peril, take the lift up to a second plaza (the first is through a guarded tunnel on the left) and walk over to the trailer. Bribe the bouncer and go in for a chat with Qwark. Once you've got the info 'bot for Umbirs, take the taxi outside back to your ship.

two mines waiting for you. Clear the second bridge before crossing then trigger the three floor plates in front of the wall. Pop through, blast the grenade launchers inside and then trigger the second series of plates. Watch out for the next two bridges as they've got collapsable sections to them and work your way through the barbed wire passage jumping the bullet trail whenever it strays towards you. Swingshot over to the bridge and head left first. Boost jump to the small outcrop on the left and trigger the three floor plates behind the round building. Double back on yourself and head inside for Golden Bolt No.13.

Head back over the bridge and smack the first turret you encounter. Move to the right of it and hug the wall on your left. Follow it round for the quickest route to the three floor plates in this area. Once they've all been triggered, head back to where you found the first turret and take the door to the newly open courtyard. Don't be too hasty as the next area's filled with floating mines. Shoot them all with your blaster before triggering the next three plates and opening the door into the complex. Climb the rung ladder and equip the Hydrodisplacer at the top. Before you drain the first pool, Boost Jump over to the left for some bonus crates, then return. Once the water's gone, drop down, head through the tunnel and bomb the two stranded fish on the other side. Now climb the steps. Snipe the fish before filling the next pool so that you can swim across it.

Scout the outside of the next reservoir, then drain it - handy tip here is to wait until the fish are over higher ground so that they're stranded once the water goes. Once it's empty, drop down, kill the fish and then refill it. All you have to do now is swim through and up into the next section. Drain the next pool and repeatedly Swingshot your way across it. Enter the next room, drop down and kill the fish at the bottom. Climb back up to the valve and fill the room. Now swim to the central platform

UMBRIS — QWARK'S HQ

Clear the area around your ship then Swingshot twice and glide over to the mainland.

Blast the grenade launcher and cross the bridge. Take out the next grenade launcher and the hunter killer mines with your gun and follow the path round. Leap back and forth across the line of bullets and hit the turret when you reach it. Be cautious about the next corner as there's a hunter killer's lurking out of site. Nail it, do the same to the floating mines on the bridge and nip across.

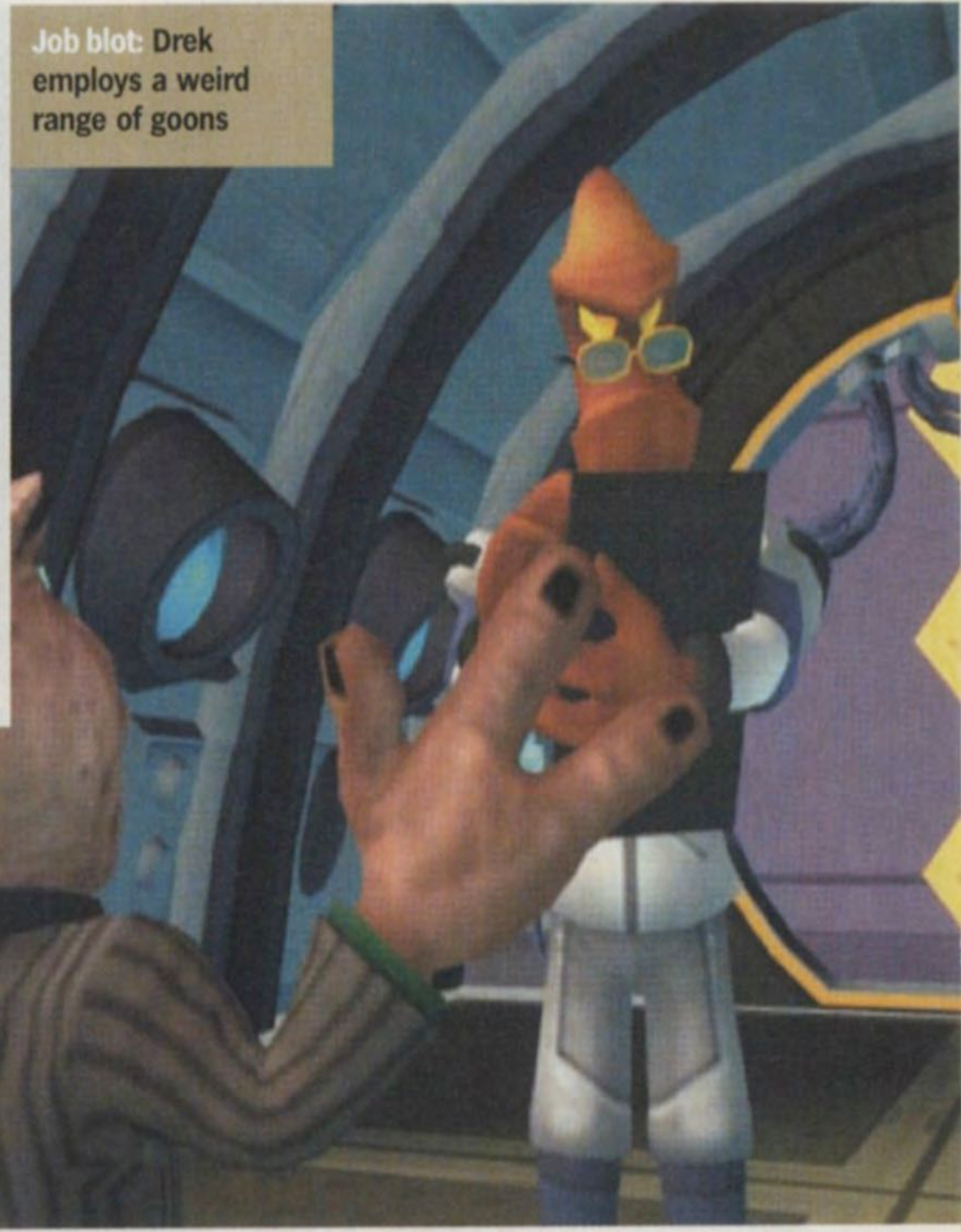
Once on the other side, blast the two grenade launchers before taking the steps up. Stop before you reach the top and shoot the



Cling on: See a new perspective with the Magneboots



Vacuum cleaner: The second of the flyboy missions. Tally ho!



Job blot: Drek employs a weird range of goons

and trigger all three floor plates. Head back to the valve once again, drain the room a final time before crossing it and Boost Jump through the newly opened exit. Follow the tunnel round until you run into Qwark.

BLARGIAN SNAGGLEBEAST BOSS BATTLE

The treacherous arsewipe's only gone and dropped you into a pit with a two legged alien horror show. Don't worry, though, here's how to deal with it. Equip the Bomb Glove and Double Jump the first three blast waves, pause and Double Jump the fourth, Quickly launch four bombs at it and get ready to dodge it's head mounted laser. Keep this up until it roars and a shield appears around it. At this point leg it across the nearest bridge and the beast will follow, breaking the flimsy structure and falling into the molten lava. Run round and repeat this process a second time – you may have to switch to the Blaster if you run out of Bombs. On the third attempt the beast will add a suck attack. Don't panic. Simply run away from it and you'll gain all your lost items back immediately. After it collapses the third bridge it'll be down for the count.

After it's demise, scout the area for goodies before picking up the info 'bot for Batalia and Qwark's ship.

BATALIA – FORT KRONTOS

Once you've been chewed out by the Sarge, visit the Gadgetron Vendor for a chance to buy the Devastator (you can get the Visibomb from him as well on your second visit). Now take the ramp up to the right and jump onto the grind track. It'll take a few attempts to suss where to anticipate Mines, switches and barriers but, eventually, you'll reach the Grunt in the centre. Cough up the necessary and he'll give you the info 'bot for Gaspar. Once you've completed your transaction, take the teleport back to the start of the track.

When you get back, go straight ahead, then turn right and take out just two of the crates stacked next to the building on the right. Boost Jump up to the roof above and use it as a sniper point to take out the shooters guarding the bridge. Jump back down, use the Trespasser on the locked door opposite and then use the door frame to wall bounce up to the roof for Golden Bolt No.14. Now head back outside and climb back up to the roof of the building opposite. Destroy the droid spawner on top then equip your Sonic Summoner and drop over the far side. Once the Sand Mouse joins you, run round the building, cross the bridge away from your ship and skirt round the freshly destroyed platform.

Once on the other side, open up the cave hidden behind the crates and then descend to the lower lever. Snipe the camouflaged grenadiers and use your wrench on the floor bolt to erect the bridge above. Climb back up and equip either the Blaster or Devastator. Nuke the tank and then cross the bridge. To the right of the small building you'll see a stairway leading up. Take it and follow the path round for Golden Bolt No.15. Return to the small building and jump the low wall into the shallow river beyond. As soon as you stop sliding, jump behind the crates to your right for cover. From here you should be able to deal with all the gathered enemies in this area. Once the coast is clear, bring your wrench into play on both the floor bolts then climb up and cross the newly formed bridge. On the other side you'll run into the Sarge again who'll give you the info 'bot for Orxon.

REASONS TO RETURN

Once you've got the Magneboots from your first visit to Orxon, you can walk along the metal ventilation shaft and enter the fortress. Once inside, explore all the areas to the right of the entrance, then equip something heavy duty and nuke the two patrolling tanks. Use your wrench on the floor bolt and walk through the door to where the gun turret is.

Once inside, the trick is to keep half an eye on your radar and watch for the red dots as they move in on your position. Also, the

guns are on autofire, so don't pump ☒. Advantages can also be gained on each of the four ships if you target the missile reserves they have strapped to their sides. Do all of this and you'll have them down in no time. Pick up the metal detector off the Plumber and then return to your ship.

ORXON – KOGOR REFINERY

Your first visit here will see Ratchet confined to the cabin of the ship while you explore as Clank. First, take the tunnel behind the ship and sneak around the lobster creature in the doorway. Continue on and clear the area beyond of hoppers before freeing all the Gadgebots. Get them all into the teleport – you might have to push a few despite setting them to 'follow' mode – and then get them to attack the lobster back down the corridor. After that, set them to 'enter' to open the locked door in the next room. On the other side you'll find a larger room where you'll have to repeat the process only this time you have to gather six Gadgebots.

The next room's slightly more tricky. Go to the far side of the room first and set the 'bot beyond the door to 'wait' while standing over the floor plate. Head back through the door and collect the others before setting all three to wait on the second floor plate. Enter the room beyond and detonate the box to the right to secure a passage back to the previous room. Free the fourth Gadgebot, then stand on the floor plate this side of the door and trigger 'follow'. Once you've pasted the hoppers in this new area, take the teleport up to the next level. Take the lift up to the room beyond, detonate the line of crates and then stand on the floor plate. Set the Gadgebots to 'follow' then order them all into the hole next to the locked door. In the next room you'll find the Magneboots.

Carry on down the bridge beyond and head right into the area filled with falling Grenades. Gather your flock of Gadgebots to

you – all 10 of them – and guide them through the mine field. On the other side you'll find a maze with electric bolts whizzing round it. Nurse your team through this and the narrow walkway on the other side before sending them all in to unlock another door. On the other side you find loads of lobsters, hoppers and Gadgebots, so the idea here is to wage war until you can open the gate on the far side and finally collar the info 'bot for Pokitaru.

REASONS TO RETURN

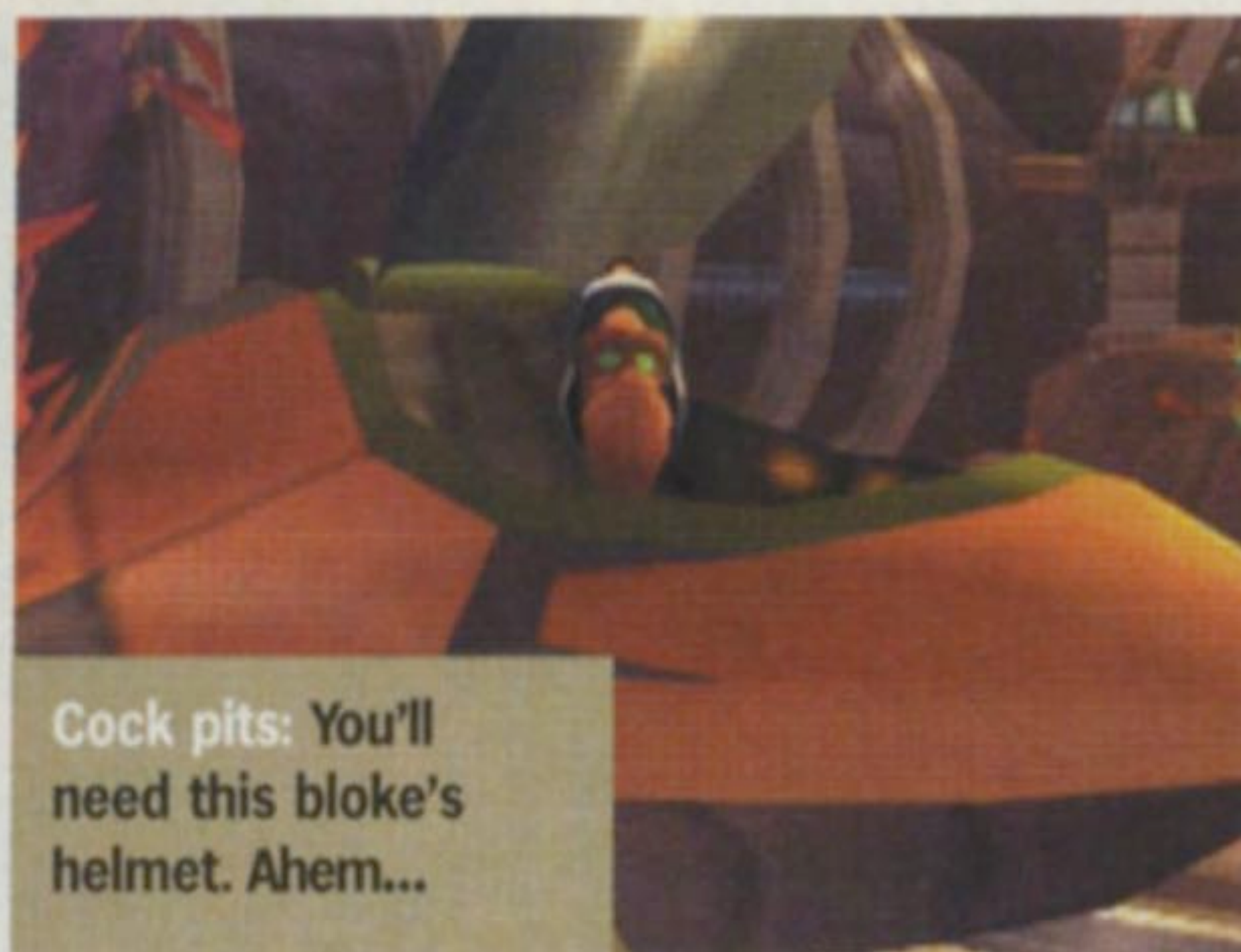
Well, quite a few actually. Once you've picked up the O2 mask head back to the planet and Boost Jump and glide down to the shore. Mine the Lobster in front of you and head left. The little blue creatures wake the sleeping Lobsters, so take them out first and you can sneak past them undetected. Once you reach the second Gadgetron Vendor, head right and work your way across the lower area until you reach the metal ventilation shaft. Chase the fleeing info 'bot along its path and then Swingshot over the force field blocking your route. Swingshot again to the next platform and take out the birds with your Blaster. There are more of these critters around the corner, so be cautious. Once you're inside the metal room beyond, scale its walls and grab that wayward info 'bot for Hoven. Don't jump off the ledge you're now on. Instead, double back until you reach a blocked opening that looks like a huge mouth. Use the Devastator to blow it open and then take the tunnel beyond for Golden Bolt No.16. After that, drop down into the grenade soaked canyon Clank had to deal with earlier and head directly across it to the lift.

Once back at your ship, restock and head into the cave with the open grill – this is the laboratories that Clank explored earlier. Take the first door left and follow the corridor round until you reach two alcoves facing each other. Wall Jump up the one on the left to locate Golden Bolt No.17.

Now it's back to the ship, back down the lift, back to the second Vendor and, this time, turn left. Equip your Devastator immediately and take out the ship as soon as it appears. Jump up into the building on the right and

RATCHET AND CLANK

WALKTHROUGH



Cock pits: You'll need this bloke's helmet. Ahem...



Bash hat: ... If you're to fly any of the game's fighters



Fresh flare: The O2 Mask. Vital if you're planning to visit stinky old Orxon



Planet frock: It also comes in handy for two space station levels in the game

remove the two suited goons inside. Clear the area beyond and then cross the mesh platforms until you reach the small ledge on the right. Watch out for the second ship. It's a tricky little git that'll keep you pinned down. Once you've nuked it, circumnavigate the Blarg ship and kill the two suited aliens the other side of it. Now hop on the lift and grab yourself and extra life slot from the Premium Nanotech dispenser before returning to your ship once again.

GASPAR — BLARG REFUELLING DEPOT

Go on, you know you want to. Have a chat with the Vendor and discover that the Walloper has been added to the item list. You'll need a fair few bolts though, so it's off down the lift to the volcanic level below.

Equip your Blaster and work your way along the path mowing down anything that gets between you and the gun turret. Hop in and destroy the door to your right. Shoot anything on the other side and jump through. There are loads of hidden hunter seeker mines in this area, so use your own mines to cover your back and shoot any that look like they're about to approach you. Clear a path round and across the mesh platforms until you reach the second turret. Jump inside and take the doors out opposite. Once inside, advance cautiously as there are more hunter seekers here and then clear the tank hall using your Devastator. There's another gun turret in the room on the other side. Bounce in and nuke the doors to the left. Once you're through, climb the ramp to the left and use it as a sniper point to shoot the guard below. Clear the area of crates and move on to pick up the Pilot's Helmet.

See the lift to the left? Don't take it. Instead go to the far side of the platform and look down. Below you should see something that resembles a huge mouth. Boost Jump and glide until you drop down into it. At the bottom

is a long, winding passage full of somersaulting guards and robo dogs. Nuke everything and keep advancing until you finally reach a lift at the far end. Hop on and explore the ledge above for Golden Bolt No.18. Now jump and glide back to your ship.

Restock at the Vendor before jumping off this area to the left of the palm tree behind your ship. Below you'll find a path leading down to the lava.

Thankfully, we've left the easiest piece till last. All you've got to do is keep moving across the sinking platforms and using your Swingshot to advance further down the trail. If you reach what looks like a dead end, shoot the fuel pump that's supplying the battle cruisers and they'll detonate revealing a new route. Jump onto the final platform at the end of this run and you'll discover Golden Bolt No.19.

POKITARU — JOWAI RESORT

Yes, the Vendor does have something shiny for you. It's the Walloper this time. Kit up and take the ramp down to meet the Resort Rep. Guide him across the beach to the boat and equip your Pyrocitor before jumping onboard. Clear the decks of spiky fish then, once the boat's moored, climb up and sweep the pool clear beneath the waterfall. Carry on to the beach (a great location to find hidden bolts using your Metal Detector) and board the second boat. Again, make sure you equip the Pyrocitor first.

Climb out, cross the newly formed bridge and follow the path round, slapping fish as you go. Clear the area beyond, hit the switch on the floor and cross the bridge. Visit Hal's Robo Shack and get Clank upgraded with a smog inducing Thruster-Pack before performing a Power Slam (□ + ⊗ followed by □ again) on the button nearby.

Jump into the ship and clear the skies of Blarg dumping craft – a tip here is to take out any smaller ships whenever you get low on

Ammo or health as they all contain power-ups.

Once back on the ground, claim the O2 helmet off the Rep and then head back to your ship. When you get to the beach where you boarded the first boat, jump into the water and swim down and directly left. Head inside the cave and then surface. Follow the platforms up and Power Slam the button at the top to activate a bridge. Cross and follow the ravine all the way up to Golden Bolt No.20.

Now head straight back to the ship and take a left along the pier for the teleport into the sewers.

Swim through the first room, torch the Blarg on the other side and then drain the area with the Hydrodisplacer. Use the Trespasser to open the door before returning to the valve and reflooding the area. Swim through the newly opened tunnel and jump out to the right. Grab the platform and haul yourself up – a note of warning here, the platform's edged with yellow will tip if you stand on them for too long. Kill all the Blarg from above, then climb up to the locked door. Out with the Trespasser again, then through for another long swim down a tunnel. Jump out on the right-hand side, dodge the gathered Blarg and climb the platform. Kill them, kill them all before working out the locking device and having a chat to the Snorkel Guy. Once you've listened to what he has to say, take the teleport back to your ship.

REASONS TO RETURN

Once you've secured the Raritanium off the miner on planet Hoven, you can return here and trade it for the Persuader – a hypnotic device that allows you to get discount prices from Gadgetron Vendors.

HOVEN — BOMB FACTORY.

Move to the left of your ship first and cross the small bridge. Two shooters will immediately appear. Once you've dealt with them, move on

and trigger the first and second floor plates on the ice field. Use your Swingshot on the tether to activate the third then use it again to dodge the beam filled room – a tip here is to fire it at the point at which they all cross in front of you. Move on and use the Heli-Pack to set yourself up in front of the ledge filled with explosive crates and hoppers. Clear the area and then use the Heli-Pack again to keep yourself on track to trigger the next three floor plates – we found the best tactic here was to hop and glide rather than trying to run across the ice. Talk to the Miner in the room beyond, grab the Raritanium off him and glide back down to your ship.

Now head up the path in front of you. Clear the hoppers and saturate the trees with fire as you approach them. Equip the Pyrocitor before heading up the hill behind them. You'll need a full quota of fuel to torch all the hoppers at the top, but do so and you'll earn yourself a skill point. Now wall bounce up the cliff face, using the moving platform as a brace, and you'll find Golden Bolt No.21 on top.

Go back down and around the trees for another encounter with a gang of shooters. Take the lift to the right first and clear the tunnel beyond before progressing to the larger cavern. Use the Hydrodisplacer to redistribute the water until you can swim up to the exit on the ceiling and then cross the snowy, open area for a quick chat with Edwina in her Robo Shack. Once Clank's received his Hydro-Pack upgrade, take the teleport back to the start.

Drop back down and hop on the platform opposite. Heavily Mine the next platform as a group of hunter seekers will pop up out of nowhere. Nuke the chopper in the next area and take the floating platform up. On top you'll find another gang of shooters, another chopper – this is a level filled with carnage – and another area that you can Wall Jump up. Once at the top, mine the conveyor belt and head over to the second Wall Jump (another hunter seeker den is hidden here). Take the series of platforms up to the next area, then lob some Mines followed by a few Devastator rounds into the room beyond.

Water whorls: Make sure you return to Novalis to test drive the Hydropack

Rain can: Batalia is a soggy level

Head through and down until you reach the gun turret. Jump in and just keep up the barrage. Aim for the faces of the choppers that come to remove you and you'll defeat them a lot quicker. Once the Bomb Ship's down and you've picked up the info 'bot for Oltanis Orbit, jump and glide back to your ship.

OLTANIS ORBIT — GEMLIK BASE

Drop off the higher platform, leap the divide and take out the gathered birds. Go up the stairs and shoot out the tower to the right of the forcefield. Go through, clear the collected muties and shoot out the second tower. Dive for cover to the right and work your way round behind the gun emplacement. Once the goons are dead, use the Trespasser on the door and take the stairs to the right to avoid the line of fire. Open the next door and drop over the ledge to the left for cover this time. Remove the tower after this and dodge back to avoid the ship that's revealed. Gun it down and exit via the huge doors opposite. Remove the two ships hovering beyond and cover the platform until you reach the lift. Jump in and equip your Blaster before clearing the air of birds in the level below. Take the tunnel out of here and time your jumps to avoid the rising green sludge. Once on the other side, Swingshot over to the trio of alien shooters and dispose of them. Use the Magneboots to walk along the air vent over the lava and then Boost Jump and glide over the rising pool.

Once you're on the other side, hit the floor switch and venture outside. Head right and climb the stairs to restock at the Vendor — make sure you purchase the Decoy Glove here if you already haven't. Now equip the Devastator and shoot the tower you can see through the window opposite. Head back round to the deactivated forcefield and walk away from the stairs. You'll just be able to see

a ship bobbing up and down above them. Nuke it and head inside. All the green cylinders should, hopefully, still be intact. Use them to grab the booty on the higher ledges before taking the large door to the next area. Clear the birds and use the Trespasser on the door to the right. Venture in and slap all the gunners before heading back outside and walking down the bullet free path. Head round the corner and remain on the ledge while you clear the hanger of badness. Drop down and walk forward until the large doors open, then leg it back around the corner. Devastate the two ships and equip the Decoy Glove before rounding the second corner. Launch a couple of Blow Ups and leg it for the lift at the far end.

You'll arrive in the next area upside down. Walk off the metal path and you'll drop into the room. Equip the Pyrocitor and immediately skirt the room taking out the spawners first. Mop up the remaining aliens and an exit will appear. Head up the stairs for your final confrontation with Qwark.

CAPTAIN QWARK BOSS BATTLE

Keep your finger on **Ⓐ** so that you set up a constant hail of bullets and dodge or gun down any Missiles Qwark sends your way. Once you lock-on any of his engines, bring your Missiles into play. Destroy a few and his ship will turn and capture you in a tractor beam. Move the sights left and right to deal with the Missiles and try and get one Missile off in-between his attacks if you can. Destroy two more engines and an attack wave of smaller craft will descend on you. Destroy them all and renew your pursuit of Qwark. Take out the final two engines and he'll spiral, out of control.

Once back on the runway, don't get straight into your sleek, new, black ship. Instead run over to the tall tower to the right of the airstrip. Wall Jump up the side panels of the tunnel and grab the lift on top up to the observation deck. Here you'll find the Golden Weapon Armoury. For around 10,000 bolts you can purchase a Devastator that has multiple

RATCHET AND CLANK

WALKTHROUGH



Got to bot 'em all: The main way to keep things ticking over is to track down info 'bots. They provide co-ordinates to new planets you see?

Fly squatter: See all those aerial units? You get to gun them all down using the Blarg fighter



Phantom plan finger: Pick up the Map-o-Matic and go revisit the green areas again



Fins bury spark: Shoot the brain beasts before they power up

warheads or a Blaster that has ricochet bullets. Neat. Now head back down and take the waiting ship to...

OLTANIS — GORDA CITY RUINS

Pick up the Tesla Claw off the Vendor if you fancy, then take the lift down to the statue. Go right and remove the two 'bots below. Down here there are gangs of 'bots that hop up out of manhole covers. The best way to deal with them is target the opening with your Blaster and gun them all down as they emerge. Wipe out two nests of them and you'll finally reach the first grind rail.

Skid down it and blast everything that appears as soon as you land. Now arm the Devastator and remove the ship that appears as soon as you step onto the bridge. Use the Swingshot on the tether above for Golden Bolt No. 22 and then follow the path round until you reach a long walkway with a turret gun at the end. Devastate it and then progress to the start of the long grind track. Hop on and a chase scene will kick in resulting – if you're fast – in your arrival at the Shop Keeper's stall. Talk to him, buy the info 'bot for Quartu then hit the switch on the floor.

Jump down to your ship, restock at the Vendor then take the taxi to a new location. Jump the bullets and take out the gun turret before dodging the light from the patrolling droid. After this, climb the next platform and destroy the spawner in the corner before removing the other 'bots then Swingshot to the next platform. Destroy the turrets and then climb the ladder before dodging the search lights on top. Swingshot onto the hover boat and then grab the second tether as you pass it. Dodge the lights in the next room then climb up the wobble platforms. Leap over the trail of bullets, move forward and destroy the gun turret. Swingshot across the three circling hover boats and then, when you're on the final

one, snipe everything on the floor before dropping down. Climb the ladder, grab the Morph-o-Ray and then take the grind rail back to your ship.

QUARTU — ROBOT PLANT

For once, give the Vendor a miss and take the ramp down towards the main building. Use your Devastator on the 'bots guarding the entrance to the building and the bridge to the left. Swingshot across the chasm and then work your way around the circular building destroying any robots you encounter. At the end of the path, head inside the small building on the right and locate the Robot Scientist. After the cut-scene, activate the Enlarger and walk back round to the broken bridge you came across. Now enter the central area and destroy all the mechs and 'copters lurking there. Emerge victorious and the Scientist will give you the info 'bot for Kalibo 3.

Once you get back to your ship take the ladder behind it and dive into the pool above. Swim through the three submerged hoops and enter the room beyond. Cross the bridge and hit the switch in the middle before jumping into the water. Warning: this whole stretch is against the clock. If you don't have the Hydro-Pack you'll never do it.

Follow the tunnel round, dodge the laser beams and navigate the two locking systems and, if you're fast and lucky enough, you'll arrive in a room containing the Bolt Grabber. Pick it up and then drop back down to your ship quick smart.

REASONS TO RETURN:

Once you've picked up the Hologuise off Kalibo 3, open the door to the main complex while undercover and wave at the 'bot lurking behind the forcefield.

The basic tactic that will see you through the entire factory is as follows.

Disguise yourself, stand where the 'bot or 'bots turn their back on you and hit 'em with everything you've got. This should see you right until you get to the extended ledge hang. Shimmy along avoiding the barrels, then pull yourself up. You'll need to stand in the far corner of the next area for all the 'bots to turn their backs on you but, when they do, Devastate them all. The rest of the area is pretty straight forward with you slipping in and out of your disguise until you reach Clank's mother. Once she's given you the info 'bot for Drek's Flagship, head back to your ship and go after him.

KALIBO 3 — GADGETRON SITE

Once you're out of the ship, descend towards the city and destroy any of Drek's elite troops you encounter. Watch out for hunter/seeker 'bots and carry on until you can hit the switch to deactivate the first forcefield. Go right of the Vendor and walk round until you enter the first test room. Keep moving and hitting and you'll get through just fine. After that, equip the devastator and take the lift up. Destroy all the elite troops above and then trigger the lock opposite using your Blaster. Pop a Devastator round through, then trigger it again before Boost Jumping and gliding down. Dodge the hunter/seekers inside as best you can and enter the second test room. The trick here is to jump towards the screen and get yourself up on the small ledge located there. Do this and you can chuck Mines about at your leisure. Clear the balcony beyond and then Swingshot off to the left. Grab the second tether and steer yourself onto the ledge on the right. Nudge yourself out until you can see the trigger on the wall, shoot it then quickly switch to your Swingshot to pop through and over the disabled forcefield.

Take the grind rail and repeat your previous tactic in the next test room. When you

get to the open area after this go gun crazy and kill all the elite troops, the rocket ship and the gangs of rampaging test dummies before meeting up with the Gadgetron Boss. Beat the challenge he sets on his hoverboard course and he'll give you a Hologuise. Take this and return to the Vendor's stand at the entrance.

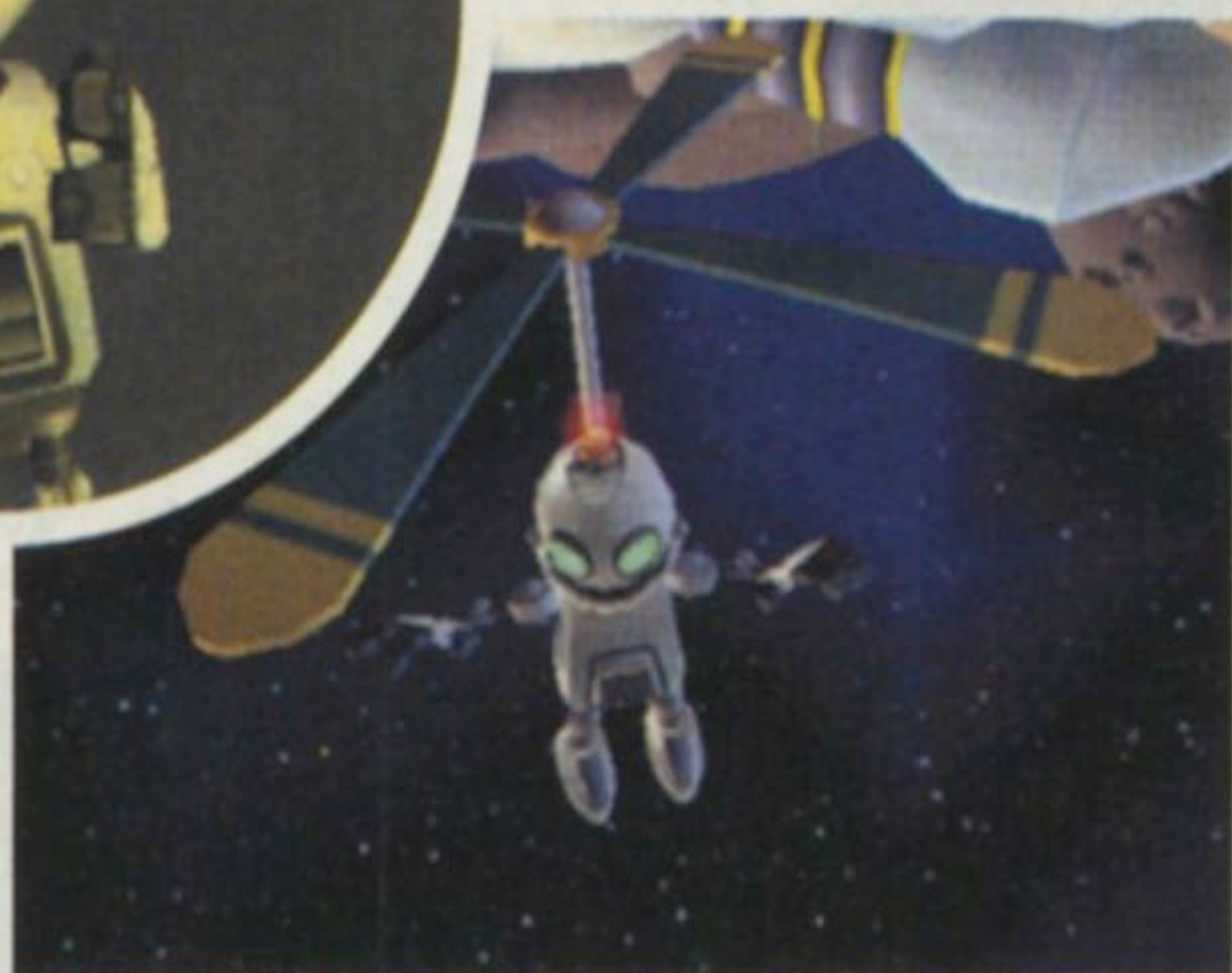
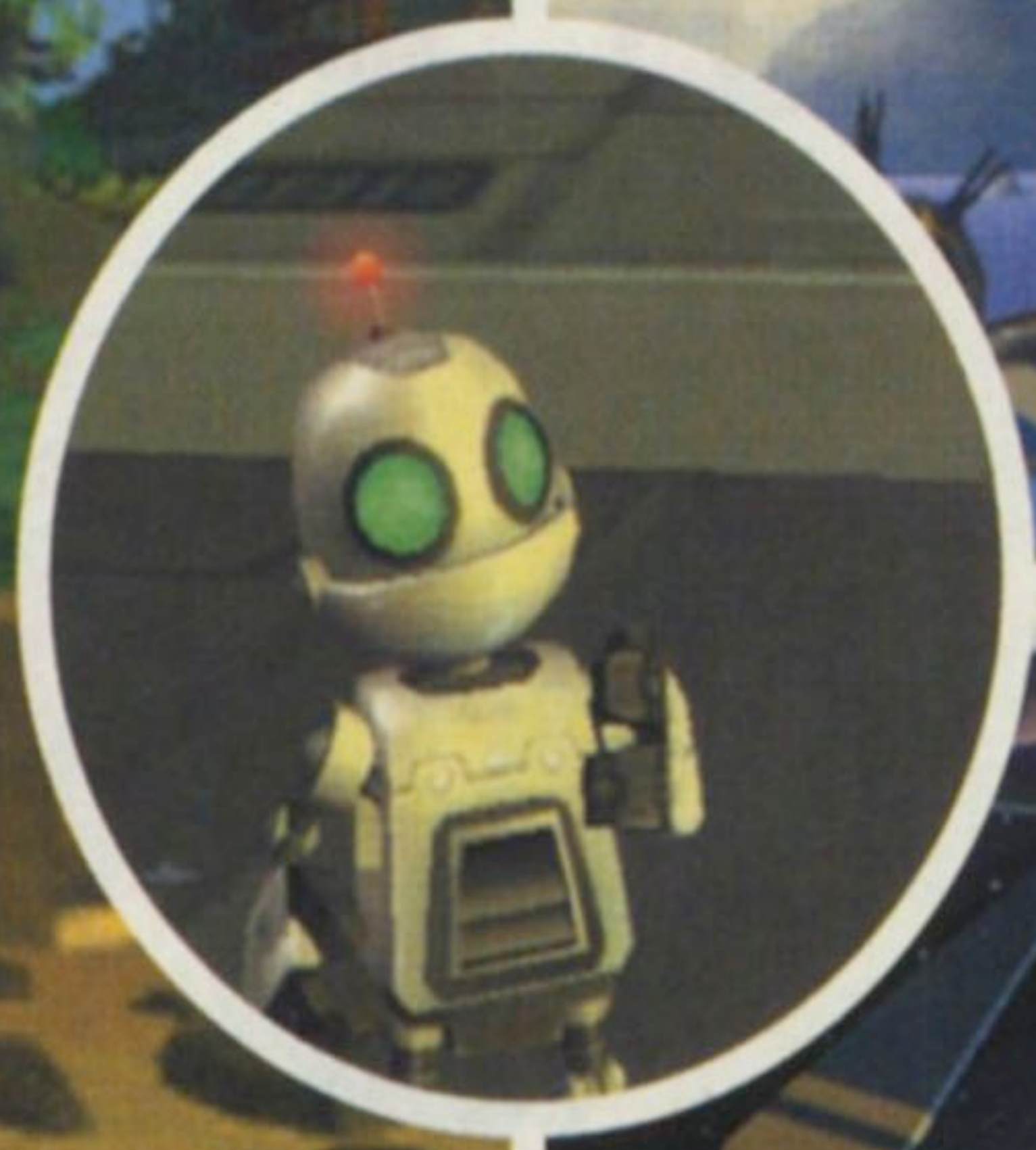
Once here, head right and take the lift up to the grind rail challenge. Follow it for it's entire course and you'll arrive at the Gadgetron Receptionist's desk. She's so charmed with Clank that she gives him the Map-o-matic. Also, while we're here, if you manage to hit all the red targets at the side of the track, you open up a new area that contains Golden Bolt No.23.

VELDIN ORBIT — DREK'S FLAGSHIP

Don't ask why there's water on a space ship, just jump straight in it. Swim down and through the three rings located below to open up the door to the next submerged room. Surface and hit the floor switch before jumping into the next pool. Yep, it's another one of those swim against the clock missions. Make it all the way through the tunnel, dodging the rotor blades, lasers and mines and you'll finally bob up in the bridge – our favoured tactic was to hug the bottom of the tunnel for the duration. Hop out, grab the code 'bot and nip over to the teleport to warp back to the launch bay. Take the teleport to the Missile Cruiser.

Slip on the Hologuise and walk past all the guards leading up to the pen filled with robot dogs. Devastate the whole area once the guard is absent and jump the lasers until you reach the observation deck. Once there, take the teleport to the Dreadnought.

Slip on the Hologuise and dupe the guards until you reach the second bridge where you'll take another teleport over to the Light Cruiser. Aside from some Swingshot work, the formula here is exactly the same. When



you eventually reach the third bridge, teleport over to Drek's Flagship for some fun and games.

Things are slightly different here. Take the door to your right and walk onto the outside of the ship's hull. Head round the Magneboot walkway and get onto the second lift platform. Jump into the fighter in the hanger below for a frenetic shoot-'em-up section, then follow the magnetic track on to the next area.

Once back inside the ship, double back through the hull for Golden Bolt No.24 before returning to the bridge to collar the info 'bot for the planet below.

VELDIN — KYZIL PLATEAU

The first section of this level is exactly the same as your last visit here on level one, only with the addition of some seriously heavy armaments. Our best advice? Take it gradually and be prepared to scoot back to the Gadgetron Vendor's for extra Ammo. You'll be needing it.

Beyond the impact crater is a locked door. Use the Trespasser, followed by the Magneboots to reach the top of the building located there. Ammo up at the Vendor before dropping to the floor and doing a Power Slam on the button in front of the door. Go through and Devastate everything in the room and the area beyond – use the heavy metal containers as cover. Head up the small walkway and use a Visibomb on the grenade launching ship. Take the mesh platforms round and Devastate the two elite troops with their backs to you. Continue on and clear the next walkway – use the Devastator again on the second ship – don't climb the large platform in front of the Swingshot tether until it's dead. Swing over to the locked door and whip out your Trespasser. Skim round the pool, head left and then Swingshot into the small tunnel. When you face the area full of enemy troops, don't despair. Dive straight in the tunnel to the left and whizz

round until you reach the platform that allows you to turn into Giant Clank. Wallop everything in the canyon and then follow it round and up the ramp for the final showdown with Drek.

DREK BOSS BATTLE

The first part sees you facing off against Drek in his mech suit. Don't bother with the Missile launchers, just walk up to him and punch him into submission.

Once he's down, he'll flee across the planet and you'll be forced to follow him across a series of collapsing platforms and Swingshot tethers until you reach the next area where he's lurking. He'll attack with a barrage of smaller rockets first. Dodge them and retaliate with the Devastator – don't worry about trigger action, there's plenty of Ammo scattered about. Once you cause enough damage, Drek will follow up with a series of bombs. Double jump over the shock wave and return fire until he buggers off.

This sequence repeats itself, with some small variations and increased platform collapsing, until you reach the detonation plate arena. What happens here is that Drek triggers the countdown to the weapon that will destroy the planet. What you have to do is beat back Drek with whatever you've got left to hand, or can pick up, and then Power Slam the button in the middle. As soon as you've done this, run out of the screen ahead of the blast wave and then repeat the process four times to finally finish the grinning dwarf off. Once he's out for the count, settle back, crack open an oil can for your little metal buddy and watch the credits roll.





DEVIL MAY CRY

WALKTHROUGH

THE FACTS: GAME NAME **DEVIL MAY CRY** ● PLAYERS **ONE** ● MEMORY CARD SPACE **420K** ● DIFFICULTY **VERY TRICKY** ● COMPLETION TIME **THREE DAYS**

DEVIL MAY CRY

FIRST AID

So you think sword fighting is all parry and thrust? You have much to learn young one...



Dante's back to his peak and about to erupt onto Platinum – we're here to stem your tears.

MAG VIEW

"Amazing, awesome and atypical. The vision and hard work of Shinji Mikami and his team has culminated in another AAA title for the PS2. Unmissable."



GRAPHICS **09**

SOUND **07**

GAMEPLAY **10**

LIFE SPAN **07**

VERDICT

09

01 ORB-GASMIC

Playing through *DMC*, you can't help but notice Orbs of many colours scattered all over the place. Each flavour has its own tasty role to play in your progress and there are five in total...

RED

These are the most common kind of Orb and are obtained by defeating enemies and generally searching around. These Orbs are generally used to open new doors (if you have collected enough) and as a currency to purchase new items and skills in-between missions.

GREEN

The holy Orb that restores some of Dante's health when injured in combat. They are usually obtained by killing enemies, although they're nowhere near as common as the red orbs. Basically, if Dante's taking a bit of a savage beating, these are never too far away.

YELLOW

This is the sacred Orb that gifts Dante another attempt at his quest when the veil of death descends upon him. These Orbs can be purchased in-between missions, so always be sure to have at least one in reserve.

BLUE

These Orbs must be searched for throughout your quest and are made up of four different parts. Once you collect four parts, they form one Orb which increases your health bar.

PURPLE

These special Orbs increase Dante's Magic Meter, thus enabling him to remain in his Demonic Form for longer. These Orbs can be purchased in-between missions but cost a stack of Red Orbs.



BEAT THIS

UNLOCK SUPER DANTE MODE AND THEN WE CHALLENGE YOU TO COMPLETE DEVIL MAY CRY ONE



White hot blasts of wisdom for mastery of the game...

SATANIC SECRETS

There's loads to unlock in *Devil May Cry* but you've got to complete the game under certain conditions first. This wouldn't normally be so bad, but Capcom has made the unexpected move of making the game extremely hard indeed.

EASY DIFFICULTY

If you die and have to use continues within the first three missions, the game will realise that you're not 'up to scratch', so to speak, and an option for the Easy difficulty setting will be unlocked for all you wusses.

HARD DIFFICULTY

Successfully complete all the standard missions and an option for the Hard difficulty setting will be unlocked.

LEGENDARY DARK KNIGHT

Successfully complete all the standard missions under the Hard difficulty setting and an option for Legendary Dark Knight Mode will be unlocked. Things will start to get noticeably harder now but if you've already completed the Hard setting, you should be more than a match for this one.

DANTE MUST DIE

Successfully complete all the standard missions in Legendary Dark Knight Mode and an option for Dante Must Die Mode will be unlocked.

SUPER DANTE

Complete all the standard missions in Dante Must Die Mode and you'll be able to play the game as Super Dante – who can change into a demon at any time and who has unlimited magic.



1 IMMORTAL COMBAT

You may initially think that Dante's repertoire of attacking moves consists only of a few random sword slashes and some fire-power, but you'd be wrong. He has a plethora of pulsating sword attacks which come into effect by using different button combinations and movements on the joypad. New skills and moves for certain weapons can also be mastered in exchange for Red Orbs. It's good to keep your attacks varied, as you'll be praised for innovative assaults via some bizarre wordage that flashes up at the top of the screen – stuff like 'Dull!', 'Cool!', 'Bravo!' and 'Stylish!'. Getting varied strings going ultimately rewards you in your overall Mission Rank. So, what can the devilish dude do then?

Standard moves:-

Move	Command*
Kick Jump	Press Δ when jumping against a wall
Roll	Hold $\square$ and press $\leftarrow$ or $\rightarrow$ + Δ
Back Flip	Hold $\square$ and press Back + Δ
Single Slash	$\odot$
Slash and Hack	$\odot$, $\odot$
Double Slash	$\odot$, $\odot$, $\odot$
Killer Slash	$\odot$, $\odot$, $\odot$, $\odot$
Killer Thrusts	$\odot$, $\odot$, $\odot$, $\odot$, $\odot$
Finish	$\odot$, $\odot$, $\odot$, $\odot$, $\odot$, $\odot$
Air Throw	Hold $\square$ and press Back + $\odot$
Uppercut Jump	Hold $\square$ and press Back + $\odot$, $\odot$
Overhead Slash	Δ , $\odot$

*The commands refer to the default controller setting of:

- $\odot$ – Sword attack
- Δ – Jump
- $\odot$ – Gun attack (when aiming)
- $\times$ – Not used

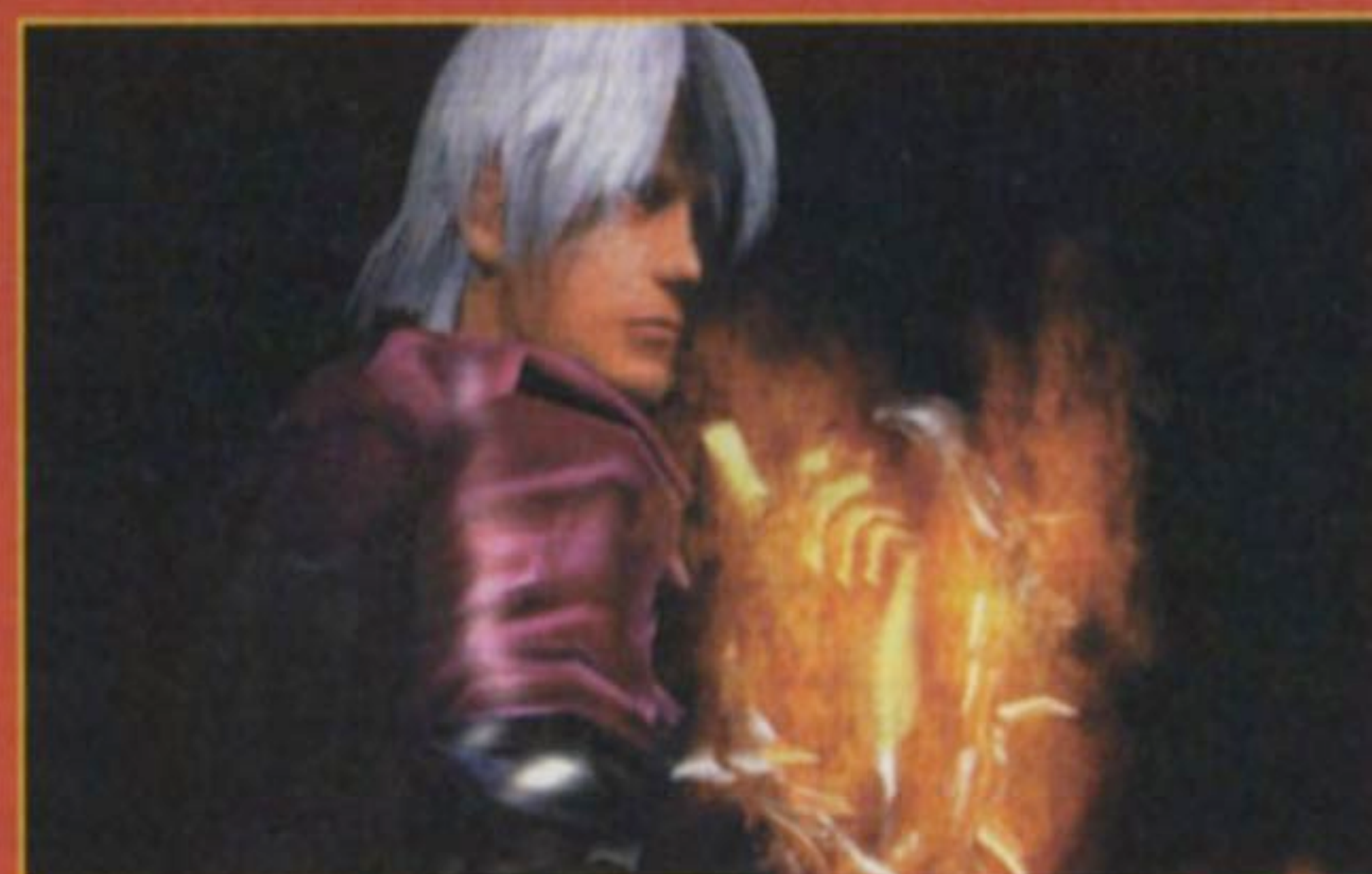
2 ITEMS

Items to assist you in your quest can either be found scattered throughout the levels, or they can be purchased at Time Statues. The cost of each item varies depending on the difficulty level you're playing on and how many of that item you have bought previously.

Item	Purpose
Devil Star	Restores five Devil Trigger gauges.
Vital Star	Replenishes one whole Life Bar.
Holy Water	Destroys weaker enemies instantly.
Untouchable	Shields Dante from harm for a limited period only.

3 TIME OUT

During play, you'll frequently come across Time Statues. These provide a safe haven from all the bloodshed and allow Dante to purchase additional items and Swords in return for 'The blood of monsters' – otherwise known as Red Orbs!



02 SUMMON THE DEVIL

When you feel overcome from battling the hordes of Hades, you can tap into Dante's devilish side by pressing $\square$ and engaging his Devil Trigger. You can only perform this transformation once you have acquired the Alastor sword and when the three-character Kanji gauge beneath Dante's Health Bar is

full (this is replenished by stringing together combos against foes). When in Devil Form, Dante's speed and agility are heightened – making his attacks considerably more ferocious – but it doesn't last long – unless you use Purple Orbs to increase your Magic Gauge, of course.

Alastor Sword moves:

Move	Command	Cost
Hover	Δ , $\square$	–
Stinger (Lv1)	Hold $\square$ and press Forward + $\odot$	350
Stinger (Lv2)	Hold $\square$ and press Forward + $\odot$	1400
Round Trip	Hold $\odot$	1550
Air Hike	Press $\odot$ when jumping	4000
Air Raid	Hold $\square$ and press $\odot$ when in air	750
Vortex (Lv1)	Press Direction + $\odot$	1150
Vortex (Lv2)	Press Direction + $\odot$	2400

Ifrit Gauntlet moves:

Move	Command	Cost
Charge Attack	Hold $\odot$ during charge move	–
Jump Kick	Press $\odot$ when in air	–
Magma Drive	Hold $\square$ and press Back + $\odot$	500
Kick 13 (Lv1)	Hold $\square$ and press Forward + $\odot$	700
Kick 13 (Lv2)	Hold $\square$ and press Forward + $\odot$	2100
Rolling Blaze	Δ	4350
Meteor (Lv1)	Hold $\square$ and press Back + $\odot$	900
Meteor (Lv2)	Hold $\square$ and press Back + $\odot$	2700
Inferno	Press Direction + $\odot$ when in air	4850

DEVIL MAY CRY

WALKTHROUGH

THAT'S RANK

When each mission in *DMC* is completed, you'll be assessed on your performance and ranked accordingly. The rank you are awarded ranges from a 'D' (the worst) to 'S' (the best) and you will receive bonus Orbs for getting higher ranks. If you obtain the maximum mission score of 1500 points, you'll receive 2000 additional Red Orbs – which will come in very handy for powering Dante up a whole lot quicker.

There are several factors which affect your rank in *Devil May Cry* and are as follows:

TIME: The amount of time it takes you to complete the mission. Obviously, the quicker the better.

ORBS: The amount of Red Orbs you collect over the mission. The more you collect, the more points you'll accumulate. It figures!

DAMAGE: The amount of damage you sustain – if you take no damage at all then you'll receive maximum points. Use a continue and you can forget about points.

ITEMS: Any items you use that affect your health or chances in combat are also taken into consideration and you'll be deducted points accordingly.

This table outlines the points required for each ranking.

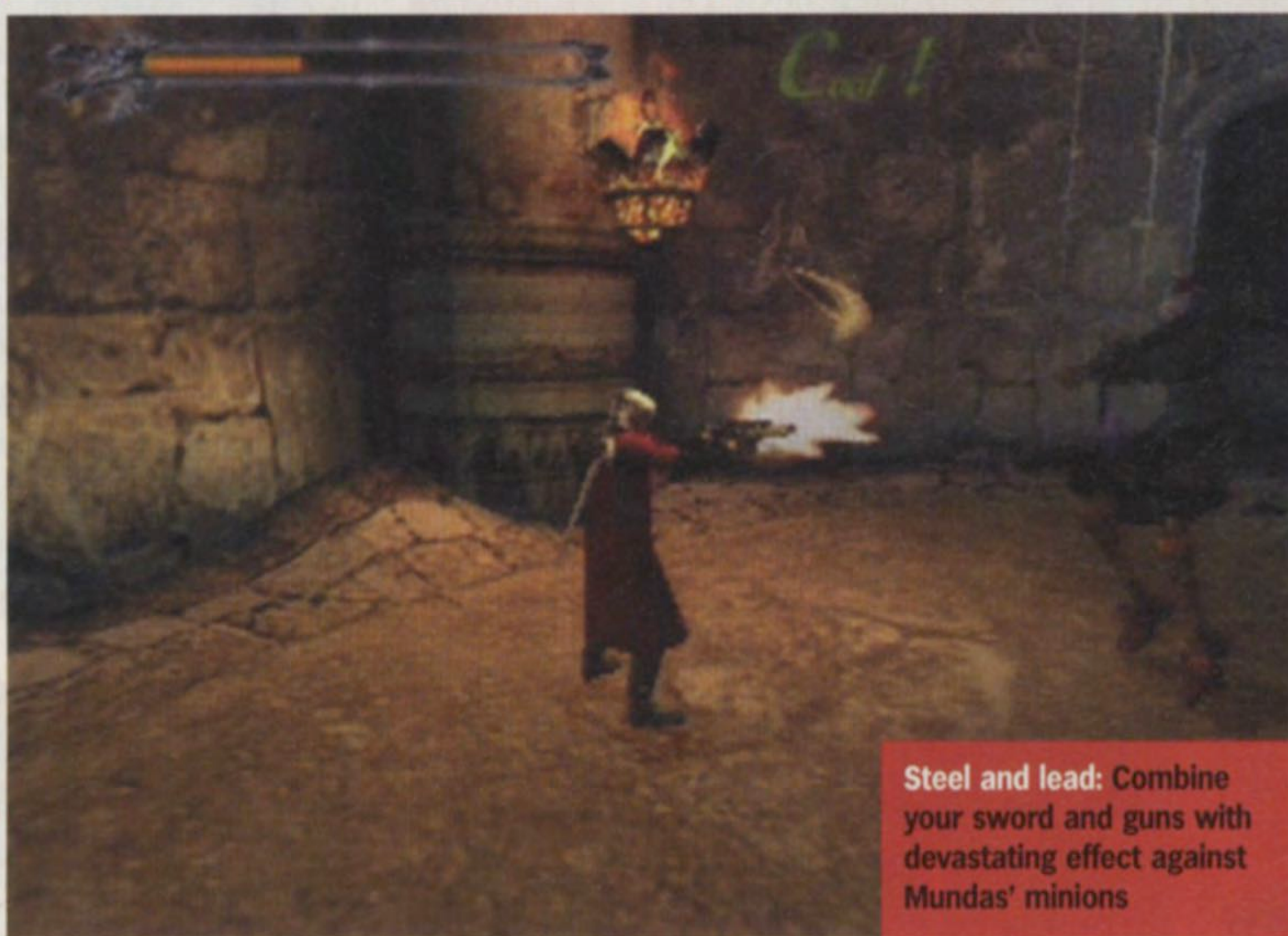
Rank	Points Required	Red Orb Bonus
S	1000 – 1500	800
A	800 – 1000	400
B	500 – 800	200
C	0 – 500	100
D	- 1	50

To help you get more points and a better rank for each mission, follow this simple guide for knowing how long to take and how many Orbs you should aim to collect for that specific level...

Mission	Time limit	Orbs Required
01	6:00	400
02	7:00	450
03	3:00	550
04	4:00	550
05	2:00	100
06	3:30	250
07	3:00	650
08	3:00	585
09	8:00	1500
10	4:30	600
11	5:30	1000
12	4:00	700
13	2:30	200
14	5:00	500
15	10:00	1400
16	6:00	1000
17	7:00	600
18	6:00	900
19	3:30	500
20	4:30	700
21	5:00	700
22	5:00	0
23	7:00	600



Slash 'n' go: When you see these dials mounted on the wall, slash them with your sword and strange things happen...



Steel and lead: Combine your sword and guns with devastating effect against Mundas' minions



MISSION 1

OBJECTIVE: Break the evil spell and open the cursed door.

BLUE ORB FRAGMENT LOCATIONS:

- As you walk up the steps towards the castle, jump onto the small overhanging bridge and into the small tower.
- In the great hall on the first tier next to the huge statue.
- Behind a suit of armour in the room directly after the door you unlock with the Orbs.
- You'll find this one in the left pool of water in the room with the three-slot mechanism.
- On the wing of the plane.

SECRET MISSIONS:

- None

Ascend the pathway to the castle and pick up the Yellow and Blue Orbs along the way. When Dante enters the castle he'll become locked in the main hall and must acquire 45 Red Orbs in order to open the first door. This should prove no trouble though as they're to be found scattered around the floor and on the two tiers – you will have to use your Kick Jump to get to the balcony obscured by the fallen rubble. By exploring this first area you'll collect enough Red Orbs to open the door, plus a Blue Orb fragment. When you have enough Orbs, proceed to the red door at the back of the hall and break the evil seal.

In the new room, slash the suits of armour to reveal some hidden Red Orbs (in fact, be sure to slash anything not connected to the scenery as the chances are they will also reveal hidden items). Next, go through

the second door and take the spiral staircase upwards. You will now encounter a pack of Marionettes, but they are inanimate for the moment. Jump up through the small hole in the ceiling and take the Rusty Key from the Marionette stood motionless in the corner. They will now all judder to life and you'll be able to get down to some serious slaughtering. Kill anything that moves with your sword attacks and be sure to pick up every Red Orb they release. The room just off this one has nothing of interest at this particular time, except for a Blue Orb in the left water pool, but you can re-enter this set of rooms repeatedly to get more kills/Orbs.

Take the Rusty Key back down to the main entrance hall and use it on the side door. In this new room you'll notice more Marionettes, a plane and another door. The door cannot be opened until you defeat all the enemies, but seeing as they haven't yet sprung to life, it appears you have to perform an additional task first. Jump onto the wings of the plane to obtain the Blue Orb fragment and then jump onto the propeller for a secret stash of Red Orbs. Now slash the suits of armour in the corner. A concealed lift will now be revealed and you can activate it by using repeated slashing moves on the stone dial.

Take the lift down and then go to war against the enemies. There are several to kill here and reinforcements soon arrive. When every enemy has been killed, take the lift back up and vanquish the remaining enemies. When the room is clear the spell on the next door will be broken, meaning you can exit.

MISSION 2

OBJECTIVE: Open the door to the Cathedral.

BLUE ORB FRAGMENT LOCATIONS:

- Behind one of the destructible tables in the first door on the left (the Time Statue room).

SECRET MISSIONS:

- None

You begin the level in a long corridor. Go through the door on the left into the Time Statue room. In here you can smash the tables to reveal some Red Orbs and an extra Blue Orb. Leave this room and proceed right to the other end of the corridor. Check the statue and a cut-scene will introduce you to your new weapon – the Alastor Sword.

Go through the door next to the statue and take the Rusty Key from the painting. Also, smash the two tables in this room to receive some Red Orbs and the Shotgun. Now leave the room and use the Rusty Key on the previously locked door halfway down the corridor to enter a new area.

You will now be in a large (nay, huge) courtyard with a fountain in the middle. Kill all the Marionettes and jump onto the fountain to receive some Red Orbs, then go through the door in the top right-hand corner of the yard – you'll need to use the ruined steps and work your way around the tier, jumping the large gaps to get to it. In this new room, kill the nasties and focus your attention on the large stone carving next to the small pedestal (which you can't use at this time). Hit this stone block several times with your sword and it will move to reveal a hidden trap door. Go down here and take the Staff Of Judgement from the dank sewer area. Now exit this room via the secret passage into the library and fight the Grim Reapers to break the seal on the door.

Finally, use the Staff Of



Dance baby dance: A good way to kill enemies quickly is to perform a sword uppercut move to fling them into the air and then whip out your pistols to juggle them. It works every time



Creepy: Attack the tomb with your sword and a secret trapdoor will magically appear beneath it



Bolt from the blue: Nothing happens yet, but you'll be struck by lightning on the way back...



Phantom menace: Attack Phantom by jumping on his back and slash away with your sword



Single target: Always concentrate on killing one enemy at a time, if possible



Metamorphosis: The Knight is surprisingly easy to defeat. Use jumping attacks while charging your Devil Trigger gauge, then make the transformation and hit him with everything you've got...

Judgement on the statue where you obtained the Alastor Sword to complete the mission.

MISSION 3

OBJECTIVE: Overcome the Trials, and claim the Pride Of Lion.

BLUE ORB FRAGMENT LOCATIONS:

- On the warp pad at the end of the bridge, once it has crumbled.
- On a hidden platform above the cathedral doors – jump onto the highest carving above the door and use your Stinger attack.

SECRET MISSIONS:

- Critical Hit

You start off in a large sealed room with a pedestal at one end. Go to this pedestal and acknowledge the Pride Of Lion. You aren't allowed to take it yet, so turn around and walk straight out the door at the opposite end of the room.

You'll emerge on a large bridge out in the open, so walk across it and the area at the end contains several Red Orbs (leave them for now) and a warp pad. Read the inscription behind the warp pad and walk back across the bridge. About halfway along, you'll be struck by lightning and the middle of the bridge will crumble – sending you crashing into the waves below.

You will emerge in a small underground passage, but your life is slowly edging away, so waste no time in running into the large room at the end and standing on the warp pad in the middle. Six skulls will now surround you, but they are painfully easy to kill by using a few simple sword combos.

When they have all been defeated, stand on the warp pad again to be transported back to the bridge. You will appear in front of the large doors you originally exited the castle by, but instead of going through them now, jump onto the carvings around the doors and you'll obtain some hidden Red Orbs. Also, when you get to the highest carving you'll see a platform in front of you – use your Stinger move here, if you have it, and a hidden Blue Orb piece will appear. You can also use the crumbled bridge fragments to jump back to the end of the bridge where another Blue Orb piece will be waiting.

Be warned though, these fragments of bridge fall after a short while, so if you're on one when it sinks, you'll be taken back to the underwater passage and must defeat those skulls again. What a hardship...

Return to the castle and take the Pride Of Lion from the pedestal and brace yourself for the mutha of all boss encounters..

DEFEATING PHANTOM

You will be faced by Phantom – a huge scorpion cross spider who spits fireballs and sends columns of flames hurtling up your posterior. Press **LB** to activate your Devil Trigger and aim a barrage of sword slashes to its face. When it charges up for fireballs, retreat and keep jumping and moving to evade them. Alternatively, you can use a sword swipe to send these fireballs crashing back at Phantom – but you'll need precision timing to pull this off.

When Phantom is defeated you can rest assured that you have done very well indeed – he's a tough cookie to crumble, and no mistake. The door you originally entered this room by will now become unlocked (which is rather convenient). Go through it to complete the mission.

SECRET MISSION 1: CRITICAL HIT

WHEN: After you have defeated Phantom.

WHERE: In the underwater passage.

OBJECTIVE: Defeat the Sin Scissors by hitting it at its weak point.

This secret mission is fairly straightforward. Simply knock the Sin Scissors off balance by shooting it in the face with your Shotgun. Quickly follow this up with another Shotgun blast to the face and you should get it. If you're too slow, simply try, try again by re-entering the area.

MISSION 4

OBJECTIVE: Show the Lion your strength to open the Path. Then acquire the Melancholy Soul.

BLUE ORB FRAGMENT LOCATIONS:

- In the tower next to where you acquire the Untouchable above the doorway.

SECRET MISSIONS:

- Phantom Baby
- Phantom Baby (2)
- Three Beasts

You will start this mission next to the doorway leading to Shadow's Lair. Go back into that huge room to try the first secret mission – a good technique if you want to bolster your Red Orb supplies is to keep attempting this mission but never quite make the quota before the time runs out. This way you'll get almost an infinite amount of Orbs, but it does take time and patience.

Head back to the door halfway along the corridor, but you'll be confronted by Phantom

again before you can get to your destination. Phantom will chase you to the other end of the corridor spitting fireballs at you, so keep jumping to avoid these and, when you get to the end, either turn and fight the vile beast or escape into the Time Statue room for the second secret mission.

Head back to the doorway halfway down the corridor and use the Pride Of Lion on the forcefield. This will now clear revealing a lion statue, hit this three times and you'll have another ferocious boss to contend with.

DEFEATING SHADOW

This demon beast is fast and furious, so you'll need to stay on your toes to evade its constant barrage of attacks. Shadow can warp to different positions and attacks using probing spikes. One technique for beating it involves arming yourself with the Shotgun and jumping up to the tier. From here you can inflict a hefty amount of damage from a safe distance – Shadow may eventually find its way up here but if it does simply jump back down and it will follow you. When Shadow has taken a certain number of hits, it will split to reveal an Orb – when this occurs, get in close, activate your Devil Trigger and attack the Orb before Shadow reforms and continues the assault. Keep repeating this process and eventually the hound of hell with crumble.

Once you have defeated Shadow, go through the door above the lion statue and you'll emerge on the staircase. Jump over the banisters and drop down to the dank sewer area. Here you'll see a platform in the centre of the room with a stone dial in the wall. Attack this dial with your sword and then quickly stand on the platform. It is a lift and will transport you upwards where you can jump to an adjacent platform to obtain the Death Sentence decorative sword.

DEVIL MAY CRY

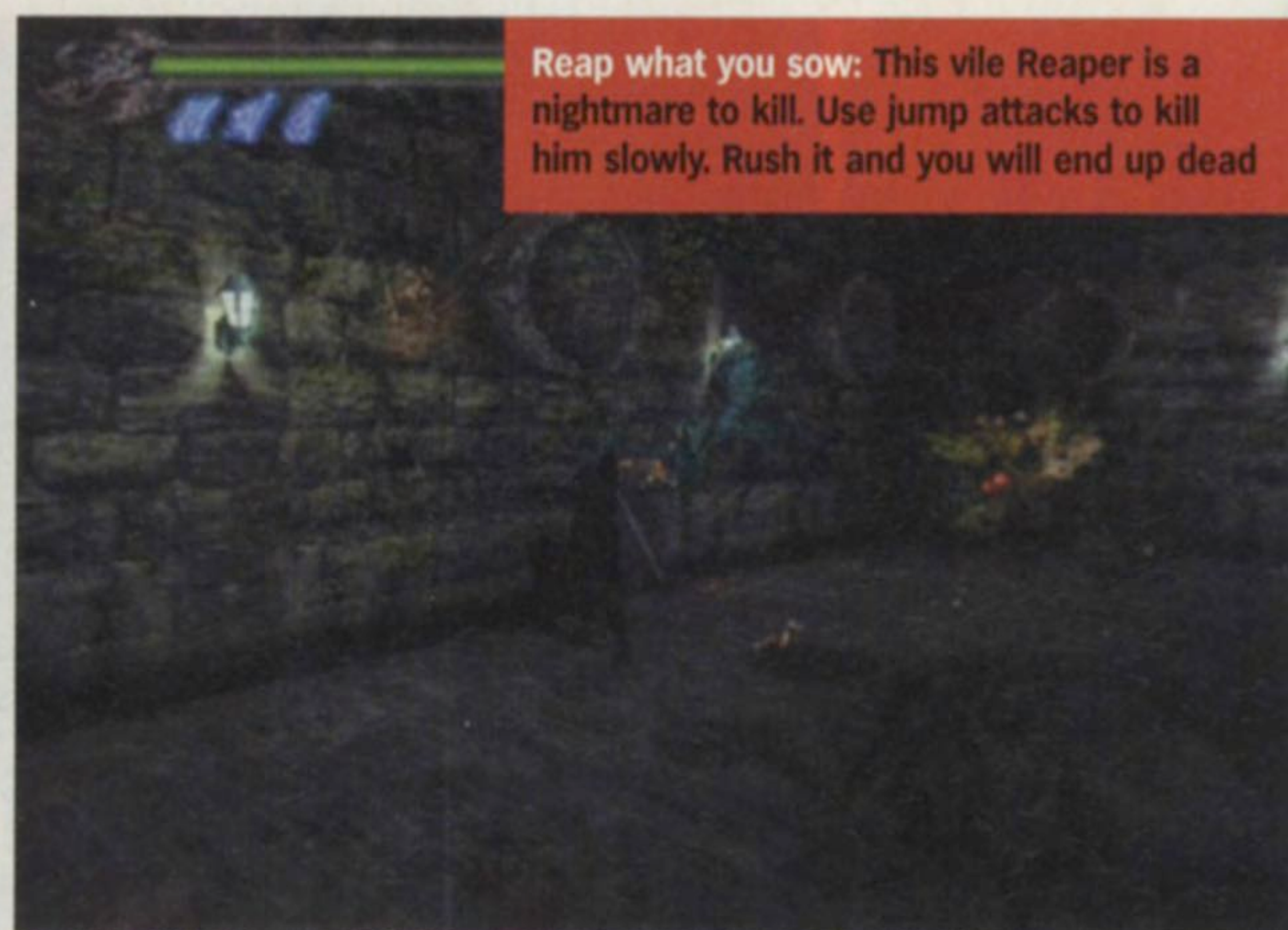
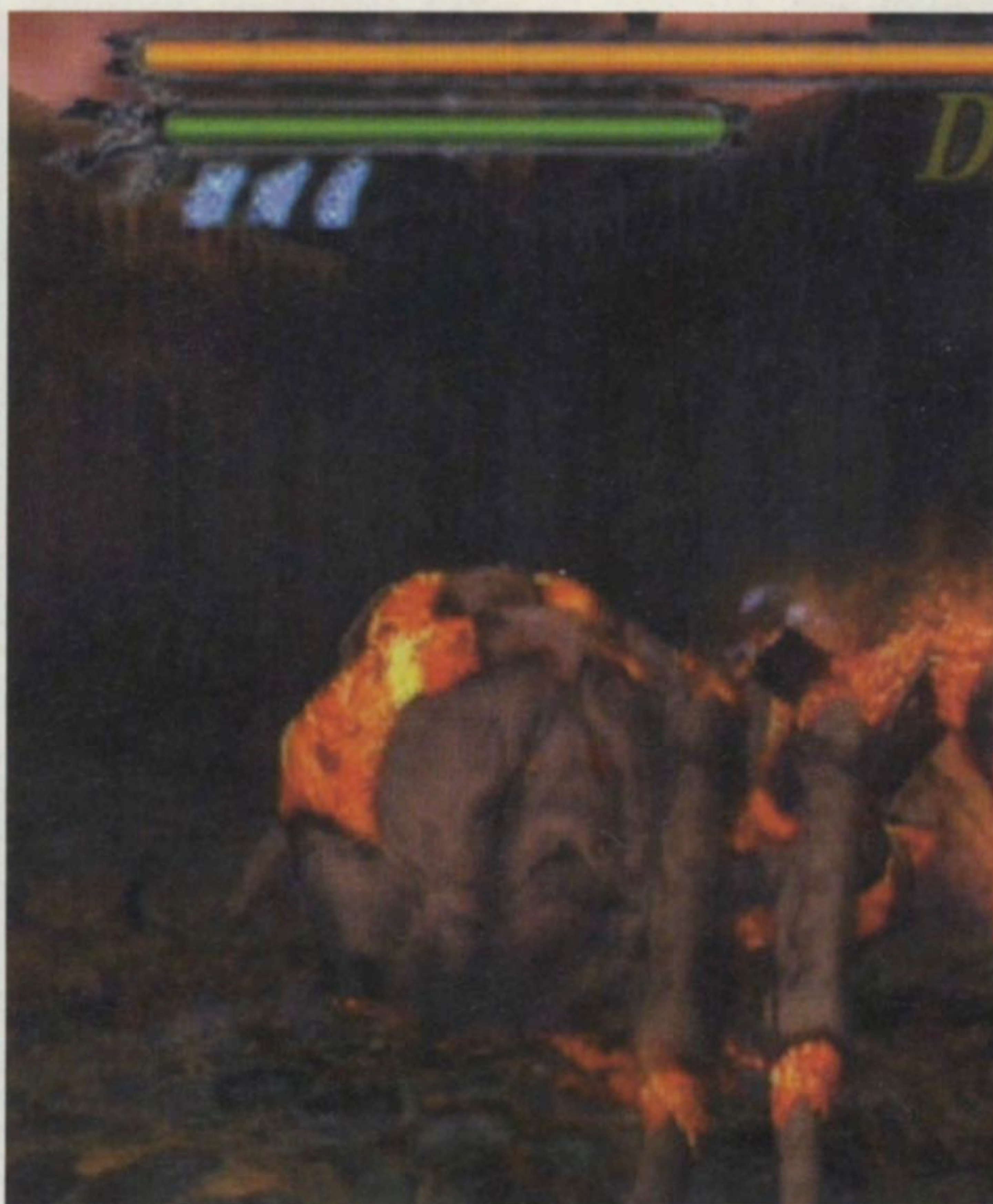
WALKTHROUGH



A bug's life: Don't let those bugs, erm, bug you! Simply whip out your Shotgun like fly repellent



Tactical retreat: When all the bugs have been squashed, make your escape through the door



Reap what you sow: This vile Reaper is a nightmare to kill. Use jump attacks to kill him slowly. Rush it and you will end up dead

Bad smell: Phantom just doesn't know when to quit. You'll meet him several times throughout the adventure



Avert your eyes: At certain times, you'll be forced to do battle against disgusting creatures to unlock new doors

Jump back onto the staircase and go down through the set of double doors leading into the bedroom. Once inside, jump on top of the four poster bed to receive some extra Red Orbs, then use the Death Sentence on the small statues to the side of the door. You will now receive the Melancholy Soul and a cut-scene will roll. Follow the sinister knight through the window and you'll emerge in a courtyard where you have to fight him...

DEFEATING NERO ANGELO

This guy is surprisingly easy to defeat – simply try and get behind him and attack with an array of sword combos to his blind side. He will retaliate by firing projectiles, but these can be easily avoided by jumping. Engage your Devil Trigger whenever possible and you'll make short work of this sinister being. When the Knight has taken too many hits, he'll retreat to a higher platform and invite you to fight him again. However, his attack patterns never change so you should easily be able to defeat him.

While fighting Nero you can do a spot of exploring. On the last platform where you fight him you'll notice a couple of towers. One contains a Blue Orb fragment – but you'll need the Air Raid or Air Hike moves to get to it. The other tower contains some Red Orbs and an Untouchable, which should come in very handy – although using it, and items like it, will affect your mission grade. When Nero has been defeated the mission is complete.

SECRET MISSION 2: PHANTOM BABY

WHEN: At the start of the mission.

WHERE: The room where you fought Phantom.

OBJECTIVE: Defeat 100 Phantom Babies within the time limit.

This mission is a doddle. Simply equip your Handguns and dance around obliterating all those baby scorpions. With your finger rapidly battering that fire button, you should be able to clear an area of Phantom Babies in no time at all before moving to the next heavily

populated area – they tend to be the four corners. When 100 of the scorpions have been killed, a Blue Orb fragment will appear in front of the exit.

SECRET MISSION 3: PHANTOM BABY 2

WHEN: At the start of the mission.

WHERE: In the Time Statue room at the far end of the corridor.

OBJECTIVE: Defeat 100 Phantom Babies within the time limit without using any weapons.

As soon as you begin the mission, make short, circular movements to wipe out a huge number of Phantom Babies around the door. Continue to walk around squashing them underfoot and work your way towards the front of the room. As the space is quite confined, you shouldn't have too much trouble passing this mission.

SECRET MISSION 4: THREE BEASTS

WHEN: After defeating Shadow.

WHERE: Take the first elevator down beneath the plane room.

OBJECTIVE: Defeat all three Shadows.

Well, you know what you're up against and if one hellish hound wasn't bad enough, you've got three of them! Be sure to use plenty of rolls and jumps to evade their savage attacks and pepper them with Shotgun fire.

MISSION 5

OBJECTIVE: Head forward before the Melancholy Soul runs out of power.

BLUE ORB FRAGMENT LOCATIONS:

● None

SECRET MISSIONS:

● None

When the mission starts, you'll have exactly

three minutes to get from where you are back to the bottom of the staircase (where you activated the elevator to obtain the Death Sentence) and the door which you couldn't open before. However, before you can enter the window back into the bedroom, you must defeat another of those Shadow beasts. Use the same techniques as before – perhaps even the Untouchable you obtained from the tower – and floor that critter as quickly as you can. With the window unlocked you can get back into the castle, so dash through the bedroom and then jump over the banisters and drop down to the dank floor below. Now use the Melancholy Soul on the door and you'll complete the mission.

RETRY MISSION

If you fail to get to your destination in time, you'll have to try the mission again from a slightly different perspective. As the Melancholy Soul is no longer charged, you must go back to the room in the top right-hand corner of the courtyard where you fought the original Shadow and recharge it using the statue at the end. Once this is done, you'll need to fight a second Shadow in the courtyard before making haste to that door.

MISSION 6

OBJECTIVE: Defeat the Guardian Demon and get hold of the Guiding Light.

BLUE ORB FRAGMENT LOCATIONS:

● Above the ruins of the dead end corridor when you start the mission.

SECRET MISSIONS:

● None

You will start this mission in the castle sewer, so proceed straight up the screen and into the dead end area. Jump up on the left-hand wall and you'll gain a hidden Blue Orb fragment. Now head along the sewer path

and through the first door you come to. You will emerge in the pipe room and one of the pipes has a Rusty Key on top. To get it, simply walk underneath the pipe and press your action button. At this point, swarms of insects will fly from the pipes but these shouldn't pose a problem as long as you have your Shotgun handy.

Leave the room and proceed down the tunnel. There is an alcove on the way which contains a great many Green Orbs, so use some if you're hurt but otherwise save them. Use the Rusty Key on the double doors at the end. You will now have to proceed down another long corridor – again, with a Green Orb alcove halfway along. As you near the end of the corridor, a cut-scene will kick in and you'll be faced with another bad boss to kill.

DEFEATING DEATH SCISSORS

This is a tricky and infuriating character to kill and it will hit Dante with a whirlwind attack (which lifts him off the ground for a few seconds) and four flying scythes, which inflict a whole load of pain – but you can easily anticipate this attack when you see the Death Scissors readying its blades.

To kill this foul entity, you must jump and aim sword swipes at the head, before retreating and timing your next assault. It takes a lot of time to defeat, so don't lose patience and go charging in because you'll soon regret it. When the Death Scissors has been defeated, pick up the Guiding Light to complete the mission.

MISSION 7

OBJECTIVE: Return to the bedroom before the Guiding Light saps all your power.

BLUE ORB FRAGMENT LOCATIONS:

● None

SECRET MISSIONS:

● One-Eyed Demon

Orb-tastic: Killing weaker enemies is a good to boosting your Orb collection. Wipe them all out, leave the room, come back in and kill them all over again!



Knuckle down: The Reapers are tiresome to kill as they move about so much, but they always drop loads of bonus Orbs



Clinical insertion: Place your trident into this mechanism and you'll have only seconds to get past the gate in the room below

This mission is similar to five since you must get to a certain location, but there's one key difference; instead of having to contend with a time limit, your health is slowly being drained by the Guiding Light and so you must get to your destination or die. Your destination is the bedroom, so you must hastily work your way back down the corridors. However, along the way you'll have to contend with Phantom (again) and some Reapers. With any luck, you will have saved some of those Green Orbs in anticipation of battles like these, so use the same techniques you used in previous encounters to defeat them.

When you're back in the tower, use the elevator to raise you up to the Death Sentence platform and then jump across to the bedroom. Once inside, use the Guiding Light on the sun panel next to the mirror. When it opens, examine it.

SECRET MISSION 5: ONE-EYED DEMON

WHEN: Before you leave the sewer.

WHERE: In the pipe room where you obtain the Rusty Key in mission six.

OBJECTIVE: Let one Kyclops kill the other.

The idea is to get between the creatures so that they unleash fireballs at you, and then to jump out of the way at the last second so they strike each other. Your health is still being drained by the Guiding Light and you can't afford to take too many hits, so avoid their claw attacks like an anthrax-laced letter. Another good technique is to jump onto one of the pipes and then let the creatures jump up at you, landing on each other in the process. Eventually this will kill one of them. Feel free to finish off the other.

MISSION 8

OBJECTIVE: Activate the Switch and make your way out of the rooftop.

BLUE ORB FRAGMENT LOCATIONS:

- On a ledge above the horse statue where you find the Trident.
- In the right pool when you cross the barricade.

SECRET MISSIONS:

- None

There is time to have a breather between missions seven and eight because the mission will only begin once you jump between the ledges over the great hall and exit through the door at the end. So use this time wisely to backtrack and collect any items you've missed, or slaughter a few enemies to bolster your Red Orb collection – call it a brief respite before the action ahead. If you're after a decent time then don't worry, as your mission eight time will not be calculated during this period.

Once you have jumped the gap on the great hall and gone through the door, mission eight begins proper. Once in this new room, take the large Red Orbs and use the Time Statue if you wish. Then jump up the ledges and exit via the door directly above the one you entered through.

You will emerge in a large open space. If you try to leave through the gap in the wall you'll be stopped by a barricade and Phantom will return once again. End this creature's life once and for all, but be warned that he has learnt a new move – he'll shoot fireballs up into the air, which will then rain down on you. The best method of defeating it is to stand on the glass dome in the centre of the area and lure Phantom to jump on you. When it lands on the glass it will slowly break. Repeat this five times and the vile beast will crash through the dome and be impaled on a spike down below – exactly as it would if you were to defeat it the hard way.

When Phantom is no more, make your way past the barricade and pick up the Trident. If you jump onto the right pedestal some Red Orbs will appear from nowhere. If you jump onto the ledge above the horse statues, you acquire a Blue Orb fragment. Exit

the area by dropping through the gap between the statues. In this new room, attack the glowing object with your sword to activate the lever mechanism. Then take the Grenade Gun from the corpse and drop down through the trap door at the back.

You will emerge in the three-holed mechanism room back at the start of the game, but this can now be activated by using the Trident. You now have to jump over the raised barricade that is slowly descending, out of the door, down the stairs and through the next door to the room below the three-holed mechanism. If you're fast enough, you'll be able to get through the gate before the barricade is lowered. Now take the Blue Orb fragment from the right water pool and exit through the new door that's appeared to complete the level.

MISSION 9

OBJECTIVE: Open the Gate with your new Power.

BLUE ORB FRAGMENT LOCATIONS:

- To your right at the entrance to the courtyard. Hit the tombstone repeatedly to uncover it.

SECRET MISSIONS:

- None

You will begin the level out in the open with a long bridge to cross. When you get over to the other side the bridge will be raised, cutting you off from the castle. In this stone cobbled area after the bridge, you can gain extra Red Orbs by jumping on the flat-topped pillars and a Devil Star, which is to be found behind the central tombstone.

When you've done exploring, go down the steps into the garden. A cut-scene will now roll which introduces you to a new breed of enemy. Kill these without haste using familiar sword-juggling techniques interspersed with

explosive and devastating Grenade Gun fire.

There are lots of items to pick up in this courtyard, once the three enemies have been killed. From your starting point, there are three locked doors – one with a red emblem, one with a blue emblem and a central one which requires two spears to unlock. There is also a highlighted path leading off straight ahead. There is a Blue Orb fragment under a tombstone down a small path to your right – simply hack at it with your sword to obtain it. Opposite the two spear door, there's another locked door with some Holy Water sitting above it. Finally, there are some Red, Yellow and Green Orbs to collect in this area.

Now go through the arch along the highlighted path and you'll wind up in another spacious courtyard. Pick up the Yellow Orb and Devil Star on the opposite end of the second level and hit the dial on the wall to activate some moving platforms. Navigate these platforms and work your way up to the floating pedestal in the centre of the courtyard. Pick up Ifrit Gauntlet from the pedestal and watch the cut-scene. With the Ifrit Gauntlet equipped, Dante can now perform some sexy new moves.

Now head back to the first courtyard and prepare to encounter another boss...

DEFEATING GRIFFON

This squawking bird isn't half as tough as it likes to think it is and, by carefully observing its attacks, you'll soon spot moments when you can counter. Throughout this battle arena there will be strategically placed red platforms which can be used to get a better attacking position – but you won't need these.

Instead, equip your Handguns and then go about blasting the bird. Activate your Devil Trigger to enhance your shots and take care to dodge Griffon's attack by simply jumping out of the way. When your Devil Trigger gauge is empty just keep unleashing those shells into the feathered freak until it is filled again. Eventually, the bird will flee leaving some tasty Orbs behind for you to Hoover up.

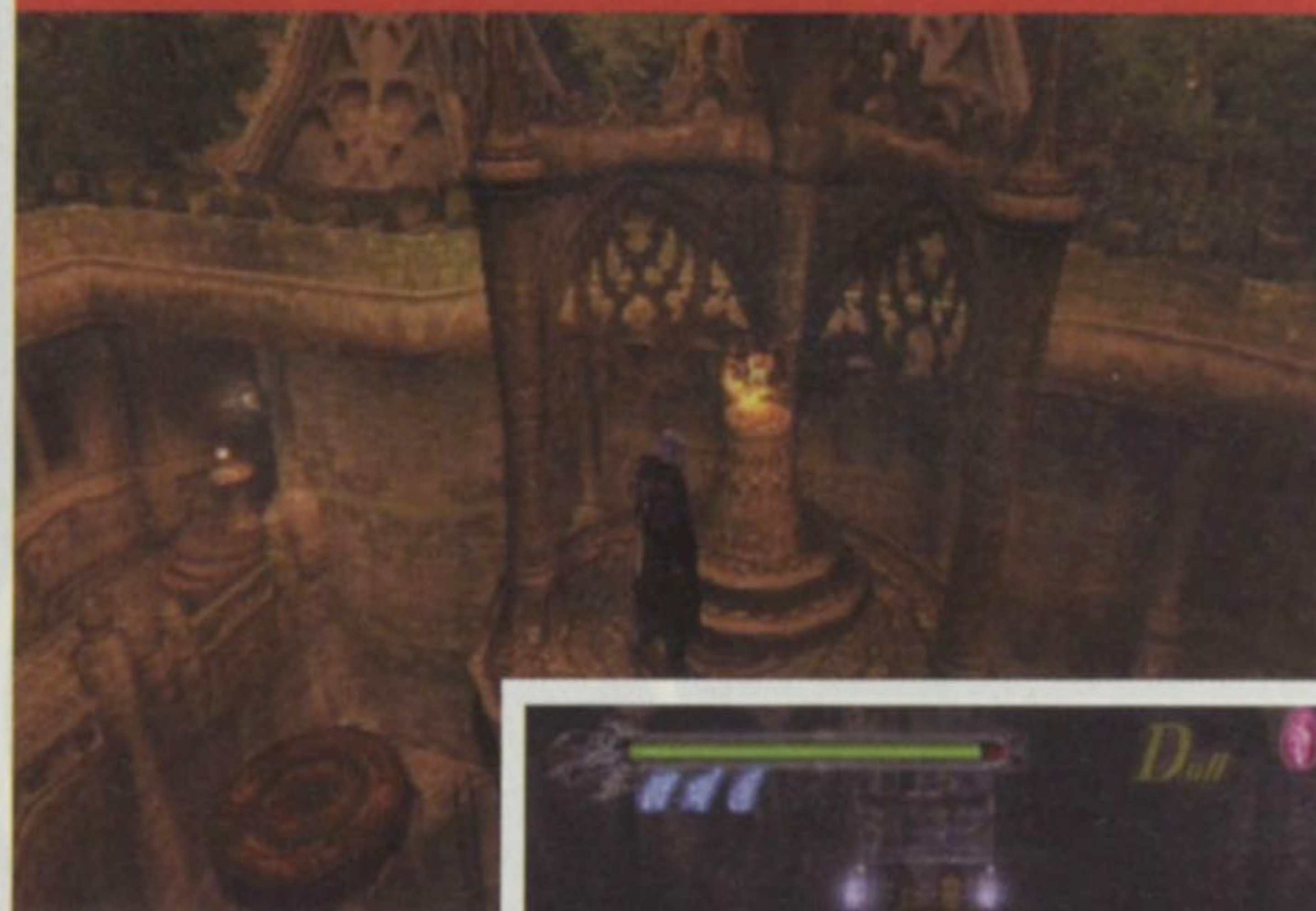
DEVIL MAY CRY

WALKTHROUGH

Chicken sandwich: This bird-brained boss is a doddle to defeat. Equip your handguns, summon the devil and give him hell!



Magical bonus: The sacred gauntlet of Ifrit is your reward for scaling a series of moving platforms. Brand new moves and skills await...



Toughen up: New and deadlier enemies appear



No worries: Unsure of what to do next? Simply go through the highlighted door!



When Griffon has been defeated, follow the new highlighted path to the door in the corner and punch the right-hand torch to ignite it and open the door. You will emerge in a misty woodland. Jump onto the tree stump in the centre for some hidden Red Orbs – there's also some more Red Orbs and some Holy Water on a concealed ledge along the right-hand wall and a Yellow Orb on a ledge near the door. When you attempt to go through the door, you'll be faced with loads more Marionettes and a new type of adversary. Plough through the lot of them to break the seal and exit through the door.

This next area is also brimming with foes and there are a collection of Red and Yellow Orbs scattered about the place as well as a Devil Star on a ledge. The door at the far end requires 200 Orbs to unlock. Simply open it to complete this rather long level.

MISSION 10

OBJECTIVE: Make your way past the Maze.

BLUE ORB FRAGMENT LOCATIONS:

- None

SECRET MISSIONS:

- None

This is a simple mission to complete and can be done in no time at all. You will walk into a valley that has two paths leading off. Defeat all the enemies in this area and then read the tombstone. Doing so will reveal a ball of light which you need to follow up the respective path in order to get out of Maze Valley. As you reach new screens the light gets swallowed by certain enemies, so you'll need to kill them in order to free it and continue your journey. If you take the wrong path then you'll be warped back to the start and must try again.

When the light has guided you through the valley, you'll emerge in a new area where you must fight two Kyclops beasts. Once you have defeated them the next door will open,

so collect the Green Orbs and the Holy Water from this area and then exit through the door to complete the mission.

MISSION 11

OBJECTIVE: Present the Chalice to open the path.

BLUE ORB FRAGMENT LOCATIONS:

- Inside the area to your left of the starting position.
- Defeat all of the Blades inside the well.

SECRET MISSIONS:

- A Bunch Of Ghosts

You begin this mission with another hairy boss confrontation – this time with Death Scythes. The way to attack it is to aim for the head, preferably with your Devil Trigger activated. Keep moving to avoid its attacks and then strike quickly before it has a chance to retaliate. Keep repeating this process until it dies. Now collect all the various Orbs scattered around (including a Blue Orb fragment) and then jump into the well, just in front of the tree.

Inside the well lurk Blade enemies. Defeat them all and a Blue Orb fragment will be your prize. Jump out of the other hole and you'll emerge outside in an area leading up to the Sign Of Chastity. Pick it up, go back through the well and then exit behind the tree.

Now place the Sign Of Chastity onto the pedestal in front of you and you'll be awarded the Chalice. But before you can do anything else, Nero Angelo crops up again. Defeat him in the same manner as you did previously and replenish your health using the Green Orbs below the Chalice pavilion.

Now head for the cave directly in front of the Chalice pavilion, place the Chalice onto the Knight pedestal and then the door directly below your current location will be opened. Enter this new door to complete the mission in fine time and with a bit of style.

SECRET MISSION 6: A BUNCH OF GHOSTS

WHEN: At the start of mission 11.

WHERE: The Garden Courtyard just before you ended Mission 10.

OBJECTIVE: Get the Blue Orb fragment in the air.

First you must locate the Blue Orb fragment. There are many ways to do this, but the best one we found was to start jumping on the walls and onto the heads of the enemies to get up to it. The enemies won't attack while you're moving, so keep active, grab the Blue Orb fragment and then kill them all.

MISSION 12

OBJECTIVE: Enter the captain's cabin on the deck of the ship.

BLUE ORB FRAGMENT LOCATIONS:

- Use the Stinger move on the highest point of the front mast to drift over to the bow of the ship.

SECRET MISSIONS:

- None

When you begin this mission, break open the Red Orb statue and then jump into the water (you'll be informed of the alternate underwater controls at the start of the mission). Swim into the wrecked ship, dodge the enemies and climb inside. Up the stairs will be the underwater Needle Gun, along with a Devil Star.

Head up to the deck and collect all the Red Orbs up the masts. Climb up to the highest platform on the front mast and then use your Stinger move to float over the bow of the ship, a Blue Orb fragment will drop down from the sky.

Head towards the door to the captain's cabin and a Death Scythe will appear, which you'll need to kill before you can enter. When

the enemy is defeated, try entering the door again and the ship will start to move. Brace yourself now because Griffon is back for a second round and you'll have to beat it on the deck. The feathered freak is a little pissed off that you kicked its ass so very easily last time around...

Use the same techniques as before to beat the bird (it really should be quite simple as you've defeated it once already) and when it's defeated the door to the cabin will finally be unlocked. Simply go inside to complete the mission.

MISSION 13

OBJECTIVE: Look for the exit and escape the Ship.

BLUE ORB FRAGMENT LOCATIONS:

- In the area below the door which leads to the deck of the ship.

SECRET MISSIONS:

- None

You start the mission in the captain's cabin. First off, take the Staff Of Hermes and the ship will start to shake and sink, meaning you'll have to swim your way out. Exit the cabin via the small vent in front of the Time Statue and go back down to the level below the deck.

This area is now filled with water and there are a few enemies to kill. Obviously your timing here is critical, so try to mop up as quickly as you can.

Once you clear them, enter the area below the staircase where you'll find a blue orb fragment bobbing around. Go back up to the previous room and then go through the exit at the other end. Now you can finally escape the ship via the hole in the hull to complete the mission. Dante is at his best on dry land so get a hurry on and you'll be back on solid earth before you know it.



Watch and observe: The lever triggers these harmful spikes. Simply observe their patterns and weave in and out of them accordingly

Inner light: When the Orb Of Light is absorbed by enemies, simply slaughter them to free it again

Follow that light! Examine that tombstone and a shining light will guide you through this mysterious valley

MISSION 14

OBJECTIVE: Get back to the ground, head for the Colosseum.

BLUE ORB FRAGMENT LOCATIONS:

- In the right pool of water after you exit the ship.
- On the cliff to your right after you exit the elevator.
- To the right of the far end of the bridge.

SECRET MISSIONS:

- Water Prison

You'll start submerged in water, so swim to the surface, jump out of the pool you're in and into the one on the right to receive a Blue Orb fragment. Proceed to the rock canyon and, in a little alcove along the path, you'll find a Holy Water in a chest. By going through the next door you'll start the mission proper. There's a spiked wall facing you and lots of spike holes in the floor. Head to the other end of the circular room and take the Emblem Shield from the skeleton. The circular room will now start to rotate and spikes will shoot up through the ground. A metal grate that was previously blocking your way will now be raised so you can get out and head towards the elevator.

There are several items to pick up when you eventually emerge. There's a Blue Orb fragment on the ledge to the upper right and there are also plenty of Red Orbs and a Yellow Orb scattered around.

In the next area, there are several enemies to kill and a small cave containing a Red Orb statue under your starting position. Also, when you cross the bridge there's a Blue Orb fragment on the lower right ledge. To exit this area will cost you 200 Red Orbs.

In the next area, there's a DEVIL STAR to be picked up and another door which asks for 100 Red Orbs – but don't worry, you'll get them all back shortly if you play your cards right.

SECRET MISSION 7: WATER

WHEN: Just after mission 13.

WHERE: Check the skeleton back in the cabin of the ghost ship.

OBJECTIVE: Defeat all eight enemies.

This is a very straightforward mission, all you have to do is use your Needle Gun to defeat the eight Blade enemies that you'll find swimming around you.

MISSION 15

OBJECTIVE: Use the shield and lances and attack the Colosseum.

BLUE ORB FRAGMENT LOCATIONS:

- Behind the destructible wall in the Blue shielded area.
- Jump under the platform holding the Nightmare Beta in the red shielded area.
- Get to the highest point in the Colosseum.

SECRET MISSIONS:

- Treasure Guarded By The Death God

You begin this mission back in the courtyard you started off in. There will be some enemies to kill here, so do that quickly because you have a decision to make very shortly. You'll notice that there's a highlighted path leading to a set of double doors, but these can't be opened right now. Instead, you can opt to enter one of the shield-guarded doors. The choice is yours but the items you need will appear behind either door. For the purpose of this walkthrough we will take you through the blue door first.

Go through the blue shielded door and pick up the Luminite at the end of the room. Then go down the steps and smash open the breakable door – inside here you'll find numerous Orbs, including a Blue Orb fragment and Holy Water. Then go through the other door and you'll emerge in another circular corridor with spikes in the walls.

Navigate past these spikes and go up the steps in the middle of the path and into a room containing several Red Orbs and a platform for recharging your devil gauge.

Proceed to the end of the spiked corridor and out onto the ledge. You should be able to see a small platform just around the corner. Don't bother with this, simply perform your Air Raid move and drift across to the far platform to pick up the Pair Of Lances. Now exit via the way you came, remembering to recharge your Devil Trigger on the way out.

Back in the courtyard, go through the red shielded door. Inside is a layout that mirrors the blue shielded room, except you must smash dials on the wall to lower platforms that'll lead you to the Nightmare Beta weapon. Now drop down to the ground and fight the creatures you're faced with. By double jumping underneath the platform where the Nightmare Beta was, you'll be awarded a Blue Orb fragment.

Exit the red shielded room and then use the Pair Of Lances on the set of double doors in the courtyard. You will now be in the Colosseum, so search it for various Orbs – including a Blue Orb fragment. You will trigger the next part of your mission by walking onto the large illuminated circle on the ground. At this point you will have to face Griffon again, but the same techniques as before still work perfectly well for killing him.

When he's defeated, a cut-scene will roll and you'll watch Monads torch the bird. After a conversation with Trish, a new platform will appear in the column that impaled Griffon – jump onto it and take the Wheel Of Destiny from the room below to end the mission.

SECRET MISSION 8: TREASURE GUARDED BY THE DEAD GOD

WHEN: During mission 15.

Where: Check the picture in the circular spiked room in the area back at the start of mission 14.

You will have to fight three Shadows but in a confined space, so they all tend to storm you at once. If you have the Nightmare Beta

weapon then this room is ideal for firing shots off the wall and scoring a plethora of hits on the hellish hounds. Remember, use plenty of jumping to evade their attacks.

MISSION 16

OBJECTIVE: Unravel the mystery of the Staff of Hermes.

BLUE ORB FRAGMENT LOCATIONS:

- To the right of the staircase in the great hall.
- Jump off the head of the horse statue in the great hall.
- Jump under the head statue at the end of the long corridor (right next to the Time Statue room).
- Next to the bed in the right picture.

SECRET MISSIONS:

- A Lonely Flight Of Stairs
- Shadows In The Dark

Starting off where you finished the last mission, go back to the elevator and pick up the Blue Orb fragment as you go. Now head back out of the colosseum, through the courtyard and through the highlighted door. This will take you back up to the bridge, so use the Wheel Of Destiny to lower the bridge and proceed back to the castle.

The inside of the castle has changed dramatically since you left. In the great hall, the statue has been replaced by a large symbol wall which must be struck repeatedly to unleash a new enemy... Plasma. Kill it to unlock the other door, take the two Blue Orb fragments from the great hall and go through the recently unlocked door.

Head back to that long corridor and jump onto the face statue to gain yet another valuable Blue Orb fragment, then smash the suits of armour to reveal extra Red Orbs before exiting via the door to the cathedral (where, if you remember, you originally fought Phantom). You should immediately notice that this room has changed somewhat as well.

DEVIL MAY CRY

WALKTHROUGH



Break on through to the other side: Some walls are destructible so be on the lookout for tell-tale cracks in the brickwork...



You wanna fight?: The Ifrit Gauntlet provides you with a wealth of new martial arts moves – very handy for kicking demonic ass!



None shall pass? Pahl! This Dark Knight re-appears a lot. Who is he? What does he want? All will be revealed in time. For now, though, kill him!

There are now four dials on the wall, four strange lights on the floor and a huge puddle. Unfortunately, you can't do anything here apart from examine the puddle (the door to the stone bridge is locked for now). Get ready for a particularly nasty boss battle.

DEFEATING NIGHTMARE

This thing is an odd-looking demon that looks like something out of *The Blob* and will attack with projectiles and slicing attacks. Your best bet is to change into a demon and then attack relentlessly head on. After a barrage of heavy blows, it will reveal its core, which you must attack with all your might. You can use the dials on the walls to make Nightmare more solid, thus making it easier to kill, but always run and jump for cover when you see the mass limbering up for one of its many attacks.

An alternate way of defeating Nightmare involves being engulfed by the beast. If you get close, it will suck you into its foul belly and you'll have to fight two enemies. The first is a set of skulls, followed by a huge spider. Use your most powerful weapons to kill them then, when you emerge from the Nightmare's belly, a large proportion of its energy bar will have gone.

When Nightmare has been defeated, exit via the door leading out to the stone bridge. Proceed to the end of the bridge and use the Staff Of Hermes on the object behind the stone tablet. If you refrained from taking the Red Orbs earlier, then they will have upgraded to become 100-Orb Red Orbs.

The two empty frames will now display parts of the castle which you can't get to. Jump into the right picture and you'll emerge in the bedroom. Take the Blue Orb fragment next to the bed and the Untouchable that is above it. Then go back through the portal and jump into the left picture to end the mission.

SECRET MISSION 9: SHADOWS IN THE DARK

WHEN: After defeating Nightmare.
WHERE: The aeroplane room.

OBJECTIVE: Locate and defeat all Shadows.

There are four Shadows lurking in various locations nearby. Two are in the aeroplane room, one is in the great hall and the last is in the bridge room. You know the drill by now, slaughter them all and claim your treasured Blue Orb fragment.

SECRET MISSION 10: A LONELY FLIGHT OF STAIRS

WHEN: After defeating Nightmare.

WHERE: Colosseum.

OBJECTIVE: Get the Blue Orb fragment by climbing the stairs of death.

You must scale the dizzy heights by jumping from platform to platform. You risk no health in this mission, but falling off the platforms for the eightieth time can send you loopy. Good luck and remember, precise alignment before jumping.

MISSION 17

OBJECTIVE: Overcome the dragon, gain the Quicksilver to enter the Audience Room if you dare.

BLUE ORB FRAGMENT LOCATIONS:

- In the upper-right side of the bone dragon room.

SECRET MISSIONS:

- Holy Blue Stone In The Sky

You will begin the mission in the same tower where you acquired the first Rusty Key, although, like everything else around here, it's changed somewhat. Take the Red Orbs from the old room, then proceed further up the tower, as the rubble has now been vapourised. Enter the door at the top and you'll be in the room above the one you were just in. At the end of this room is another set of pictures. Jump into the opened left one.

In the new area, the door will lock when

you approach it, triggering the arrival of some new sub-bosses. They shouldn't pose too many problems for your heaviest artillery, so kill them all and enter the now unlocked doors.

You will now emerge triumphant in a new wing where there's loads of smashable armour concealing Red Orbs – collect as many as you can be bothered to, before heading on to the next part of the level. Ignore the first turn off and proceed through the doors at the end of the corridor. You will now have to battle a bone dragon, so equip your Alastor Sword and return the fireballs it spits at you – this can be tricky, but once you get into a pattern it does seem to become much easier. They aren't very harmful to you, but three successful returns and the dragon will be vanquished, unlocking a mirror next to the crank. Head over there and rotate the mirror using the L3 stick (remember to push it in until it clicks) so that the reflection hits the mirror in the ceiling. Now collect the Quicksilver by jumping onto the rafter and working your way across the blue strands at the upper section of the room.

Next, return back to the corridor, go down the turn off and use the Quicksilver on the door. In this next room, you will have to fight Nero Angelo again. Use all your Ifrit skills to defeat him and end the mission.

SECRET MISSION 11: HOLY BLUE STONE IN THE SKY

WHEN: Mission 17.

WHERE: The broken bridge.

OBJECTIVE: Get the Blue Orb fragment high up in the sky.

You can only activate this mission if you make it back from the end of the bridge to the door in one attempt (without falling in the water) – so try using your Air Raid skill. However, make sure you step from the last solid section of the bridge onto the first platform and then from the last platform to the door section – otherwise the mission won't appear.

The idea is to get to the Blue Orb fragment that's high up by using the jump pads that the Death Scythe chucks around.

Avoid its attacks and concentrate on getting that fragment as if your life depends on it.

MISSION 18

OBJECTIVE: Toss the Philosopher's Egg into the Fire to create the Holy Stone.

BLUE ORB FRAGMENT LOCATIONS:

- Inside the barrel in the third room where you start.
- Next to the dead-end staircase in the tower.
- At the end of the room to the left where you place the Egg.

SECRET MISSIONS:

- None

This mission starts with gifts. You'll first acquire the Perfect Amulet, then your Force Edge sword will be upgraded to the Sparda Sword (don't use this blade for now though, because it renders your Devil Trigger useless). Take the portal back to the picture junction and then go through the now open right picture. You will emerge in water, so the old controls apply. Explore the neighbouring cells to acquire numerous Red Orbs and a Blue Orb fragment and then leave via the exit.

You will now walk straight into a battle with Reapers, so blow them away to open the next door and then you'll mysteriously emerge on dry land in a familiar place. Use the dial on the wall to fill the tower with water, then swim up until you hit the first ledge (where you'll acquire a Blue Orb piece) and continue upwards until you reach the top of the tower (if the water subsides, simply hit the dial again). You will now come into possession of the Philosopher's Egg. Take it and go down through the hole in the platforms, then keep going down until you land in a square. Go out of the doors and you'll be back at the garden.

Head towards the left door in the upper level and take the Red Orbs and Blue fragment. Return to the garden and place the

Fat boy: This blob boss is the hard. The best way of defeating it is to allow yourself to be swallowed by it! You'll see that there is method behind our madness...



Hand of God: Even when you have acquired the Ifrit Gauntlet you'll still revert back to your Alastor Sword at times as it does things the Ifrit can't



Untouchable: These shields help you when you are in trouble



Puppet master: Marionettes are a piece of piss to defeat



Run for yer life: Your work is done but you'll still have to escape the island via the plane to complete the game. This is easier said than done, though, so just shoot anything that moves!

Philosopher's Egg in the fire where the lion statue used to sit. You will now have to face Nightmare again, which should just take about as long as the Egg needs to cook, so defeat the enemy and claim your prize from the Egg – the Elixir. Mission complete.

MISSION 19

OBJECTIVE: Open the Gate to the Underworld.

BLUE ORB FRAGMENT LOCATIONS:

- Hang off the ledge next to the tower in mirror world.
- In the mirror world tower.

SECRET MISSIONS:

- None

Enter the portal and you'll wind up back at the picture junction. No need to stay here, so head back out to the broken bridge. Go to the pictures at the end and the Elixir will respond to the one on the right, so jump in. Head up and examine the mirror in the bedroom – the Elixir will now allow you to pass through it... welcome to mirror hell! This world is a mirror image of the real world, albeit slightly blurry. Head out of the door, jump down and collect the Philosopher's Stone. You'll now meet a new type of enemy, so kill them all and unlock the next door. There are two Blue Orb fragments to be found here – one is to be found by jumping off the ledge, the other's in the tower.

When you have returned to the real world, head back to the cathedral (where you first fought Phantom) and you'll be able to enter into another mirror world.

You'll see a large vortex in the centre of the room and a small hole at the end of the crossable vortex. Place the Philosopher's Stone in that hole and the vortex will vanish, only to be replaced by an even bigger vortex. Jump inside to complete the mission.

MISSION 20

OBJECTIVE: Head for the room of living.

BLUE ORB FRAGMENT LOCATIONS:

- None

SECRET MISSIONS:

- None

Just a quickie... Starting off in the entrance to the underworld, double jump into the opening and head down the long path to a fleshy wall. Strike this wall to reveal an entrance to the next room. In this Time Statue room, head to the fleshy wall behind the statue to begin the mission proper.

After a brief cut-scene, you'll have to fight Nightmare again. Defeat it using the same tactics as before and another, longer cut-scene will roll, after which the mission will be complete.

MISSION 21

OBJECTIVE: Activate the heart to open the Final Gate.

BLUE ORB FRAGMENT LOCATIONS:

- None

SECRET MISSIONS:

- The Hidden Bracelet

You will begin in a Time Statue room with a Holy Water in it. Enter the only other door and you'll see the Final Gate, but it's locked. Jump around the stands until you come to a platform below the Final Gate, then smash the red crystal to loosen the bones in the circular room outside.

Head out there, go through the fleshy wall and then proceed, killing everything along the way, to the next fleshy wall. This next area is

filled with lava, so avoid that at all costs. Make your way across the platforms and hit the dial on the wall. When the platforms rise, jump on them until you come to another platform. Hit the crystal to reveal some Red Orbs, then jump up to the next level. Hit the dial on the wall and then jump on the platforms until you come to the next fleshy wall.

You will end up back in the Final Gate room, but much higher up. Jump across the huge gap and you'll come to another wall-mounted dial. Activate it and the blocks locking the Final Gate will be broken, meaning you can enter.

SECRET MISSION 12: THE HIDDEN BRACELET

WHEN: Mission 21

WHERE: Hidden room behind the wall opposite the Time Statue.

OBJECTIVE: Get the Hidden Bracelet, which is to be found at the end of the Hidden Path.

Cross the long stretch of road and pick up the last Blue Orb fragment. At the end of the path will be a room with a dragon inside. This one doesn't spit fireballs, so you'll have to take it out manually by hitting its head with heavy blows – gunfire doesn't work. When you have defeated the dragon, two more enemies will appear. Kill these and jump over to the Time Bracelet.

MISSION 22

OBJECTIVE: Defeat Mundas.

BLUE ORB FRAGMENT LOCATIONS:

- None

SECRET MISSIONS:

- None

Proceed through the great hall and a lengthy cut-scene will kick in – brace yourself for the

final battle! Mundas is a tough nut to crack, so observe its attacks very carefully, take your time and inflict pain at your leisure. You will have to defeat both forms of Mundas to complete the mission.

MISSION 23

OBJECTIVE: Get out before the Island breaks up.

BLUE ORB FRAGMENT LOCATIONS:

- None

SECRET MISSIONS:

- None

With a five minute time limit, you've got to get the hell out of there! Run back out of the Final Gate, past the circular room, then kill the two enemies to unlock the next door. Dash out to the passageway and back to mirror world. Head up to the moving platform and then jump out of the hole.

The second part of the mission takes place in the castle, the great hall to be precise, so battle your way back there. However, when you get to the aeroplane room, the floor will crumble and you'll end up in the pipe room – with Mundas!

Defeat Mundas using your powered-up handguns in conjunction with the Devil Trigger, then make your final escape from the whole confounded rock, Hollywood style, leaving all those evil nasties to rot in... hell!

There is absolutely no doubting that *Devil May Cry* is still one of the toughest nuts to crack on PS2 and we stand and congratulate you for making it to the end... even if we did lend a little helping hand! And what great timing you have, because you can now accept the challenge Capcom are soon to lay down with the release of the much-anticipated *Devil May Cry 2* safe in the knowledge that you are up to the task. Take a breather but prepare for your next adventure in Dante's company.



HITMAN 2: SILENT ASSASSIN

WALKTHROUGH

THE FACTS: GAME NAME **HITMAN 2: SILENT ASSASSIN** ●
PLAYERS **1** ● MEMORY CARD SPACE **5KB** ● DIFFICULTY **NIGHTMARISH**
● COMPLETION TIME **2 WEEKS**

FIRST AID

No need to slip on the hush puppies to keep stealthy. Take a tip from us and you'll be splattering brains like a professional.

HITMAN 2: SILENT ASSASSIN

MAP KEY

- E** EXIT
- S** START
- B** BOMB
- W** WEAPON
- B** BOSS
- OBJECTIVE
- SHOOT POINT
- ROUTE TAKEN

MAG VIEW

"Ethically it's on shaky ground, but if you're the kind of steely soul untroubled by sentiment, Hitman 2 is a stone-cold killer. It's a chilling experience."



GRAPHICS **09**

SOUND **09**

GAMEPLAY **09**

LIFE SPAN **09**

VERDICT

09

Let's get down and boogie with the hitman and hurt...

BEST PLAYED

After a severe barber incident, pumping up your psychosis by shooting dolls with airguns.

01 GUNS, GUNS, GUNS.

47's garden shed doesn't contain weed whackers, but it's got a more impressive arsenal than J-Lo. Finishing a level with a gun automatically adds it to your wall of death, but you really have to look to collect every singly piece of weaponry in the game, so here's a run down of every gun in every level. Make sure you finish the level with the gun you want in your possession.

LEVEL ONE:

Kitchen Knife – Kitchen
Golf Club – Don's Bed
Beretta 92 9mm – Guards
Desert Eagle .50 – Don's brother
Double-Barrelled Shotgun – Lawyer
Colt Python .357 – Don
Blaser R93 – Garage

LEVEL TWO:

AKSU Assault Rifle – Guards
Beretta 92 9mm – Guards
Dragunov Rifle – Locker

LEVEL THREE:

AKSU Assault Rifle – Guards
Beretta 92 9mm – Guards
Dragunov Rifle – Stash

LEVEL FOUR:

AKSU Assault Rifle – Guards
Beretta 92 9mm SD – Stash
PSM 5.45mm Pistol – Guards
Desert Eagle .50 – Guards

LEVEL FIVE:

Kitchen Knife – Kitchen
Beretta 92 9mm – Guards
and Stash
Heckler and Koch MP5 –
Guard's Locker
PSM 5.45mm – Guards

LEVEL SIX:

Kitchen knife –
Kitchen
Beretta 92 9mm

BEAT THIS

THINK KILLING CROWDS OF PEOPLE IS EASY? CAN YOU SLAUGHTER THE ENTIRE POPULATION OF THE

SNEAKING

Try and remain out of sight of your enemies. Unlike many games of this kind, there's no radar guide to show where their view is, so you have to solely go on your own instincts. As a rule, the further away you are from a target, the less chance you have of being spotted, so put as much distance as you can between Guards and yourself. Keep alert, as characters have a nasty habit of swivelling their heads to keep a check of

their surroundings, so if you're sneaking up behind try and remain in the blind spot right behind them.

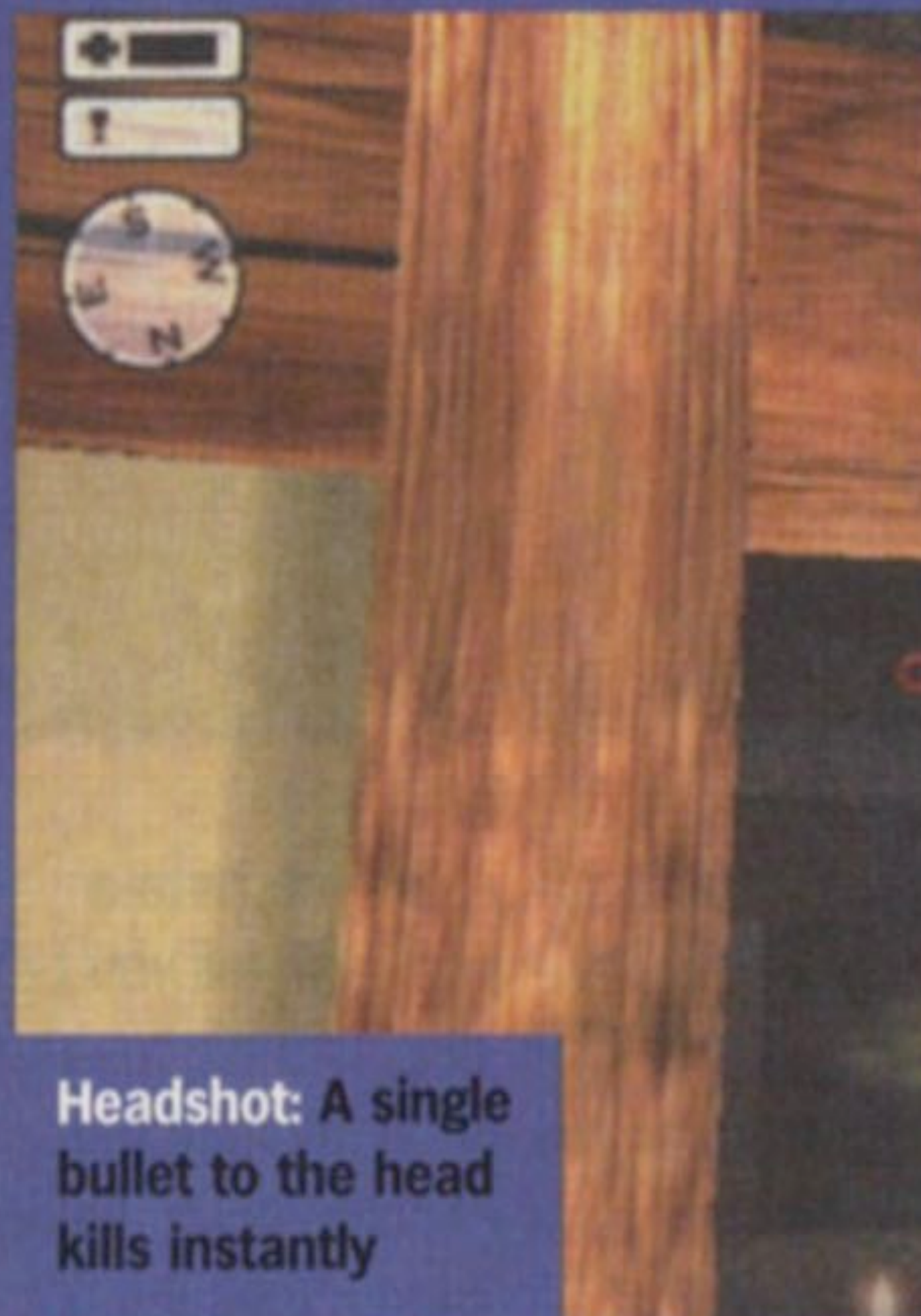
The **LB** button slips you into sneak mode, but be careful you don't hold it down or you'll shuffle along from a crouch. This hinders your



progress and can be mistaken for sneaking. Merely tapping the sneak button places you in the correct stance. When sneak walking, you're opportunities to kill open up. You can garrote the target or simply chloroform them if you're don't want the attack to be fatal. Keep about a person's width from them before you attack, or your presence will be felt.

VIEW-MODES

Part of the reason *Hitman* is so tricky is it's difficult to predict where a character will be at any one time. The defined guard routes can be deviated from if they choose to investigate anything. When you're in the unknown and not wanting to cause too much trouble (yet) make sure that you're in Third-Person Mode. It gives you more peripheral vision and you can look around corners without exposing yourself. It's best used for accurate headshots, if bullets are scarce, or if you're in a spot and need to shoot your way out.



Headshot: A single bullet to the head kills instantly

SD - Guards
Heckler and Koch MP5 - Guards

LEVEL SEVEN:

Walther WA2000 Custom Rifle - Guards
Crossbow - Ventilation Shaft
Heckler and Koch MP5-SD6 - Guards

LEVEL EIGHT:

Walther WA2000 Custom Rifle - Guards
Katana Sword - Ninjas
Heckler and Koch MP5-SD6 - Guards

LEVEL NINE:

Ruger .22 Silent Pistol - Museum
Katana Sword - Ninjas
Heckler and Koch MP5-SD6 - Guards

LEVEL TEN:

Desert Eagle .50 - Guards
Beretta 92 9mm - Guards
Fire Axe - Fire station

LEVEL ELEVEN:

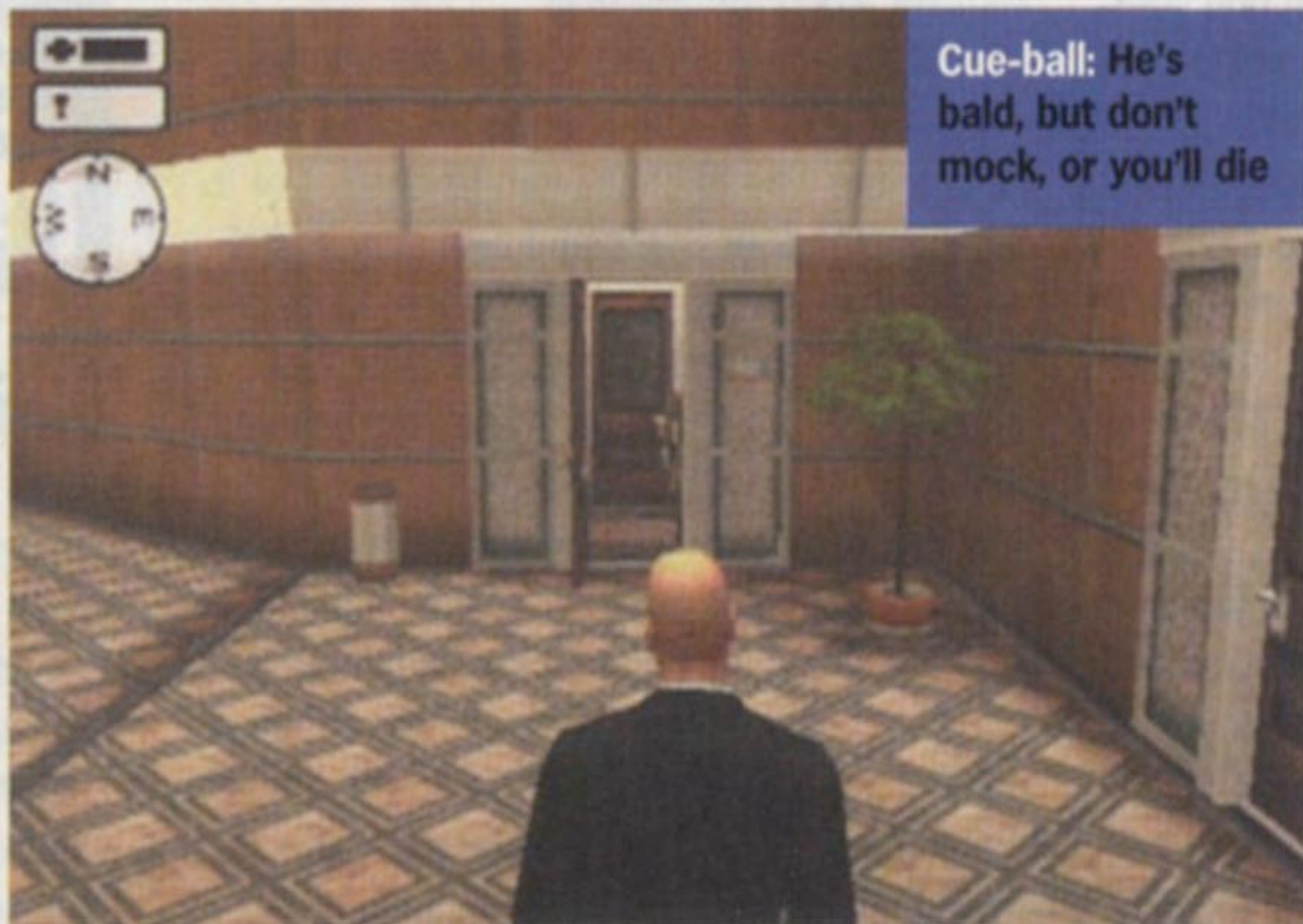
Beretta 92 9mm - Guards

LEVEL TWELVE:

Beretta 92 9mm - Guards
Colt Python .357 - Guards

LEVEL THIRTEEN:

Beretta 92 9mm - Guards



Cue-ball: He's bald, but don't mock, or you'll die

Colt Python .357 - Guards
ASKU Assault Rifle - Guards

LEVEL FOURTEEN:

ASKU Assault Rifle - Guards
Barrett M95 .50 - Contact

LEVEL FIFTEEN:

Desert Eagle .50 - Guards
ASKU Assault Rifle - Guards
SACO Defence M60 - Guards

LEVEL SIXTEEN:

SPAS 12 Shotgun - Contact
Colt Python - Guards
Desert Eagle .50 - Guards
Beretta 92 9mm SD - Guards

LEVEL SEVENTEEN:

ASKU Assault Rifle - Guards
Beretta 92 9mm - Guards

LEVEL EIGHTEEN:

Scalpel - Anaesthetic Room
Desert Eagle .50 - Guards
ASKU Assault Rifle - Temple
Heckler and Koch MP5 - Guards
Israeli Military Industries
Uzi - Guards
BlaserR93 - Temple

LEVEL NINETEEN:

Desert Eagle .50 - Guards
Walther WA2000 - 17
Draganov SVD Rifle - Stash

LEVEL TWENTY:

Beretta 92 9mm - Guards
Heckler and Koch MP5 - Guards
Dragunov SVD - Guards
Custom Rifle - Guards
Spas 12 - Sergei



White hot blasts of wisdom for mastery of the game...

CHOOSE YOUR OWN PATH

The most impressive part of *Hitman* is how many ways there are to do every level. We merely present one way, but in reality you can go about each level several ways. In particular, if you're trigger-happy then you can simply go through shooting as many people as possible. You're not judged on whether what you did was right or wrong, merely whether you were stealthy or loud.

IN LEVEL ONE

Instead of taking the postman's clothes, kill the delivery boy and don his keks. Place all your guns in the basket and walk on through the gate, the Don won't know what hit him when a six foot six bald delivery boy puts a bullet between his eyes.

IN LEVEL TWO

Instead of going al the way via the sewers, leave them through the alternative exit. There's a truck next to it. If you sneak in the back you'll be delivered near the hit point. Also, you don't necessarily need to sniper the target. Instead go into the room by entering the building and heading left up the stairs. The target is near the windows.

THE PARK MEETING IN LEVEL THREE

This provides several deviations. Our favourite involves planting a bomb in the Mafia boss' limo. You need to strangle the driver by climbing out the hatch nearest his car and waiting for him to take a leak in the bushes. When you do, take his clothes then wander up the car before planting the bomb.

IN LEVEL SIX

You can run in with all guns blazing, shoot the target, drop the transmitter and back out again all in a heartbeat. The thin walls can be shot through so you can have lots of fun popping people who can't see you.

THE LASER BEAMS IN LEVEL EIGHT

These are blocking your way, but they aren't harmful. See if you can get to the end of the level without actually disabling them.

IN LEVEL NINE

Instead of killing Hyamoto in his room, plant the bomb you have on the helicopter and create an almighty disturbance. Let him escape and watch as the chopper char-grills his pathetic corpse. You can also escape in the chopper as well, instead of simply running out the door.

IN LEVEL TEN

You can dress as a pizza boy instead of a fireman. Drop your guns down the laundry chute so you can get through without them being detected. Kill the target quickly, before he sets an alarm off.

IN LEVEL ELEVEN,

Instead of changing the air-conditioning you can collect the admin key from the admin office. This negates your need to waste time with the other side of the building.

IN LEVEL FOURTEEN

There are several areas to take your shot from. The mosque roof provides more cover, but several buildings have easier coverage of the motorcade. To be extra smart, hit the Kahn without stopping the UN convoy ahead. It's tricky, but possible!

HITMAN 2: SILENT ASSASSIN

WALKTHROUGH



LEVEL 1: ANATHEMA

TAKE OUT THE DON

Your old friend Vittorio is in the building. You start on the hill above the grounds. The road down below forks off. Down below, to the left is a delivery man carrying a bunch of flowers and far to the right is a delivery boy with the daily groceries. Kill the postman carrying the flowers, drag his body back behind the gate and take his clothes and flowers. Now run all the way to the back entrance to where the second delivery is taking place. Make sure the boy cannot see you and place all your weapons in the baskets he's carrying.

Leave and make your way to the front gate with the flower delivery. The guards will search you and find no weapons (if you hadn't taken this precaution, the bullets would start flying instantly).

Walk straight to the front door where the maid will accept the flowers. You have to sneak your way to the kitchen, now. Check the map. The kitchen lies on the right-hand side of the building, so take the door directly to your right. Keep looking at the map for movement of the servants and guards, and time

your movements so they're out of the rooms. Sneak into the kitchen and go through the baskets to collect your Pistols. When you take the Don out, use the silenced one and you won't cause too much commotion, but having said that, you will have to kill lots of the guards on the second floor.

Make your way upstairs via the kitchen. Watch your map for the guards changing positions and make your move when one goes up. Follow him closely, and take him out with the Silenced Pistol. Change clothes and remove his weapon so you can assume his position. The Don is in the main room overlooking the swimming pool. Run in and kill him. Your best tactic is to aim for the head and let the auto-aim drift the bullets. He'll drop in a boney pile. Grab the room key off him as you have to retrieve Father Vittorio.

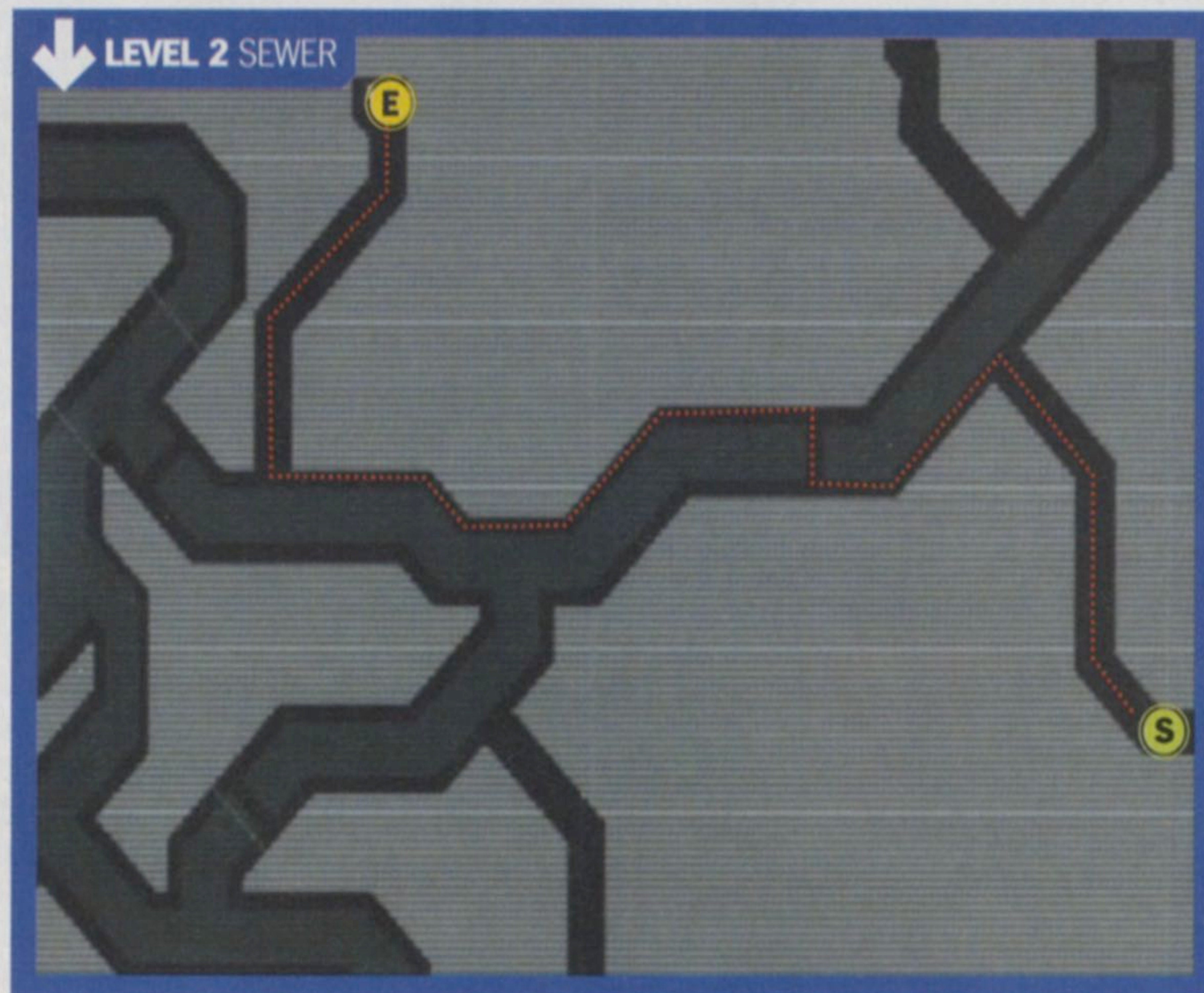
The best way to get to Vittorio's room is to head out to the balcony and along a small ledge on the side of the building. Before you do that, the Don's brother is milling around the pool area, so kill him and take his car keys. Head back to the roof area and follow the small ledge over the kitchen doorway.

Drop down, taking out any guards foolish enough to get in your way, then carry on under the building to the lock-ups. Vittorio has been moved, so you have to leave the Villa empty-handed. Head right out of the basement and to the solitary building in the front garden. Get in the car and the level's clear.

LEVEL 2: ST PETERSBURG STAKEOUT

KILL THE GENERAL

You begin your mission in the subways of St. Petersburg. You have to collect the weapons from the stash the Agency have left for you. Walk into the main subway area and turn left towards the lockers. You need no. 137. Take all the weapons and make your way



to the stairway. Kill the guards hanging around and take their clothes. Make your way down and into the sewer level. Follow the line we've drawn which, in gameplay terms, equates to taking a left when the sewers open up, right across the first bridge then left off the bridge. Run along the sewer walkway til you get to the first available turn-off and take it. Climb the ladder at the end of the corridor and turn left along the alleyway.

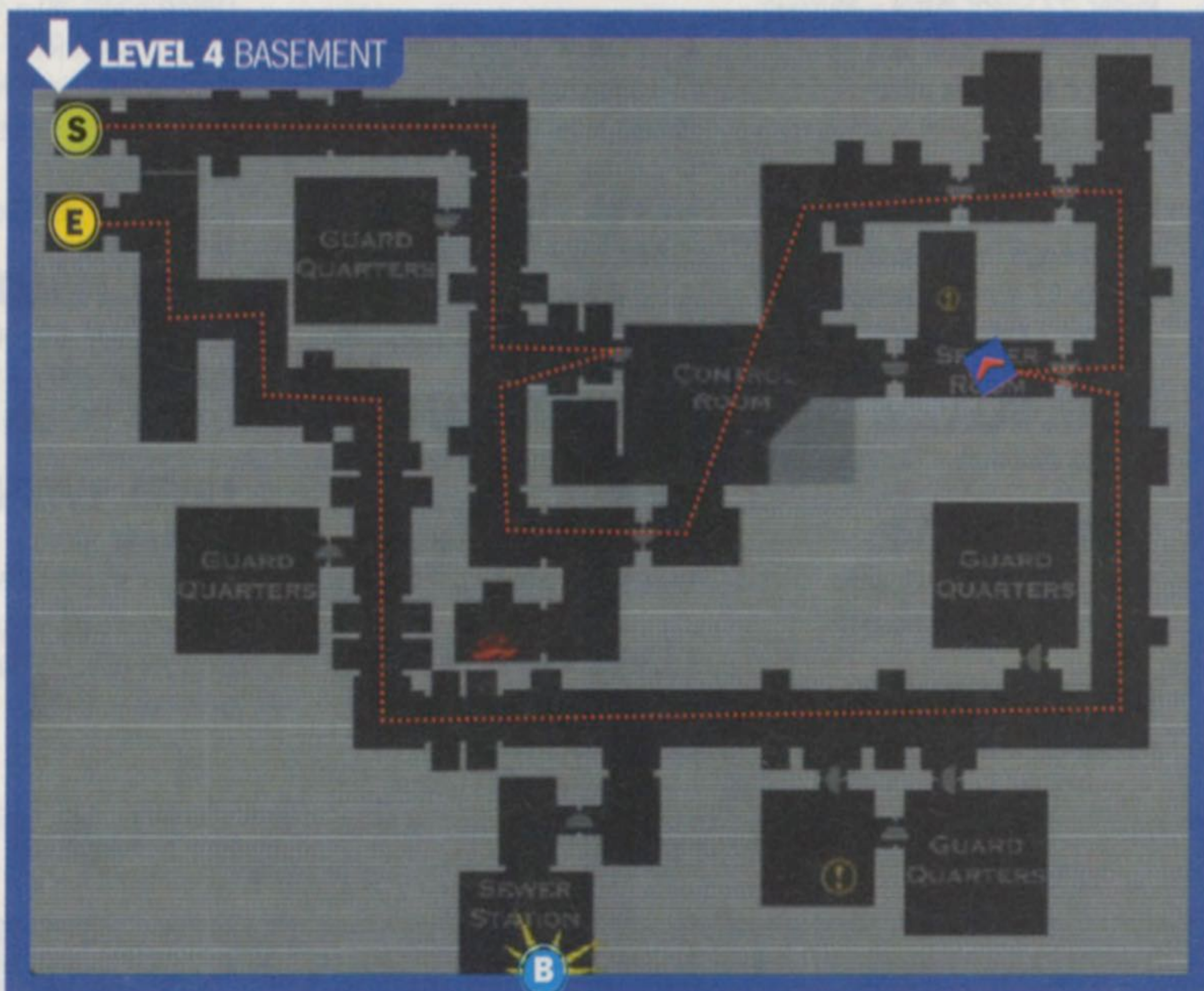
At the next corner turn left and kill the solitary guard. You can use the Silenced Pistol or the fibre wire to choke him to death. Get to the bottom of the stairs and turn almost 180 degrees. In the distance there's a road block and to the right of that a gap between two buildings. Run to the gap. There's a truck and two guards over the small wall by the gap, so take them out with the Silenced Pistol and turn left, running along the back of the buildings, past the dumpsters and into the back door. Run up three flights of stairs, head for the room on the 3rd floor that looks over the to the building opposite. Head through both sets of doors to the open window, then aim your Sniper Rifle at the room opposite. Go into maximum zoom setting and wait til all the conversation is over and the target is in your sights. Don't shoot

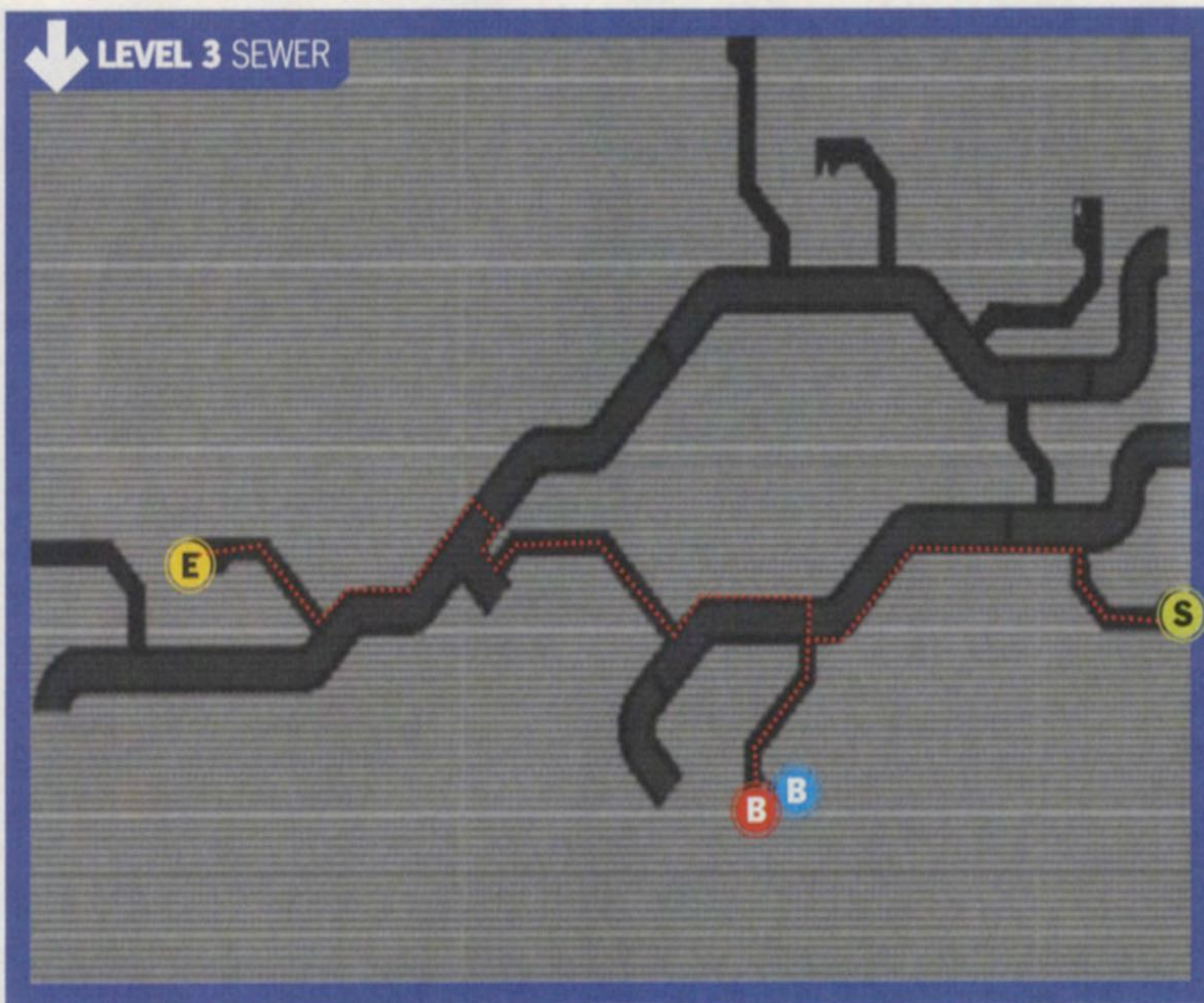
until you tell the Agency that you have a positive sighting. The Agency will tell you he's right-handed, a drinker, bald and a non-smoker. Turns out he's the one sitting nearest the window. You now have enough info to make visible contact. Pull the trigger, then retrace your steps all the way back to the Subway station to the end of the level.

LEVEL 3: KIROV PARK MEETING

KILL THE GENERAL AND MAFIA BOSS.

You begin on the docks, which will also be you're ending position. Straight ahead is a building, and in the cluster of bins is your equipment. You have time at the start to run straight there. Collect the Guns and the Car Bomb. You should see the limo pass by, which is a sign that the meeting is not far from beginning. Silently kill the patrolling guard nearby and take his uniform. In the middle of the road is a sewer cover, so head down it.





with the Sniper Rifle. Kill the non-military looking man. You needn't bother with the General, as he'll die when the car bomb takes him out. Get off the tower and retrace your steps all the way back to the docks. Escape in your boat to complete the mission.

LEVEL 4: TUBE WAY TORPEDO

Run through the sewer corridor and turn left. Follow the walkway to the first turnoff and head up the ladder at the end. You won't be able to get out, but the car parked over the hole gives you the chance to plant a Car Bomb. Head back down the ladder and along to the sewers. This time head across the bridge and left to the next turn off. Run along then turn right at the sewer. Left over the bridge and left again. Run to the first turn off and up the ladder at the end of it.

You'll emerge in the street, with the large radio tower nearby. Pick the lock and kill any nearby guards before climbing it. Aim down to the park and zoom in as much as you can

You begin in the sewers. Run along the walkway to the bridge and cross over. Turn left and take the first turn off. This takes you out to the yard. Unholster your Silenced Pistol and aim to the right as you climb out. Shoot the patrolling guard and drag him back to where you emerged from. Take his clothes and weapon, then walk on. The rear of the depo (far corner away from where you emerged) has your stash of weapons in a crate marked FKA, so drop any obvious Rifles you have, take the guard's uniform and walk there. The stash contains a Mobile, a Pager, a Remote Bomb and some Guns. Take all you can and walk toward the rewing truck nearby. Climb in the

back and you'll be delivered straight to the KGB headquarters.

Leave the truck and walk up the alleyway to the back door. In the room is a lift. Go inside and head down to the basement.

Walk along the corridor, keeping away from the patrolling guards, til you reach the first door of the server room. Drop the pager outside it and carry on to the second door, left round the corner. Walk towards the next room, but stop so you can see into it but not be seen. If you go any further you'll be spotted. Instead, ring the Mobile Phone so that the pager is set off. The camera operator looking at the room will go to investigate the noise leaving you to carry on walking through the open archway door ahead. Walk right through the two shut doors, then right into the corridor. Go through the first door on the right and the server control is right in front of you. A single bullet in the front panel will disable it. You can run, now, so head right out of the room and follow the corridor all the way to the end to the elevator. Shoot any guards in the way. Get in the elevator and go down to basement two.

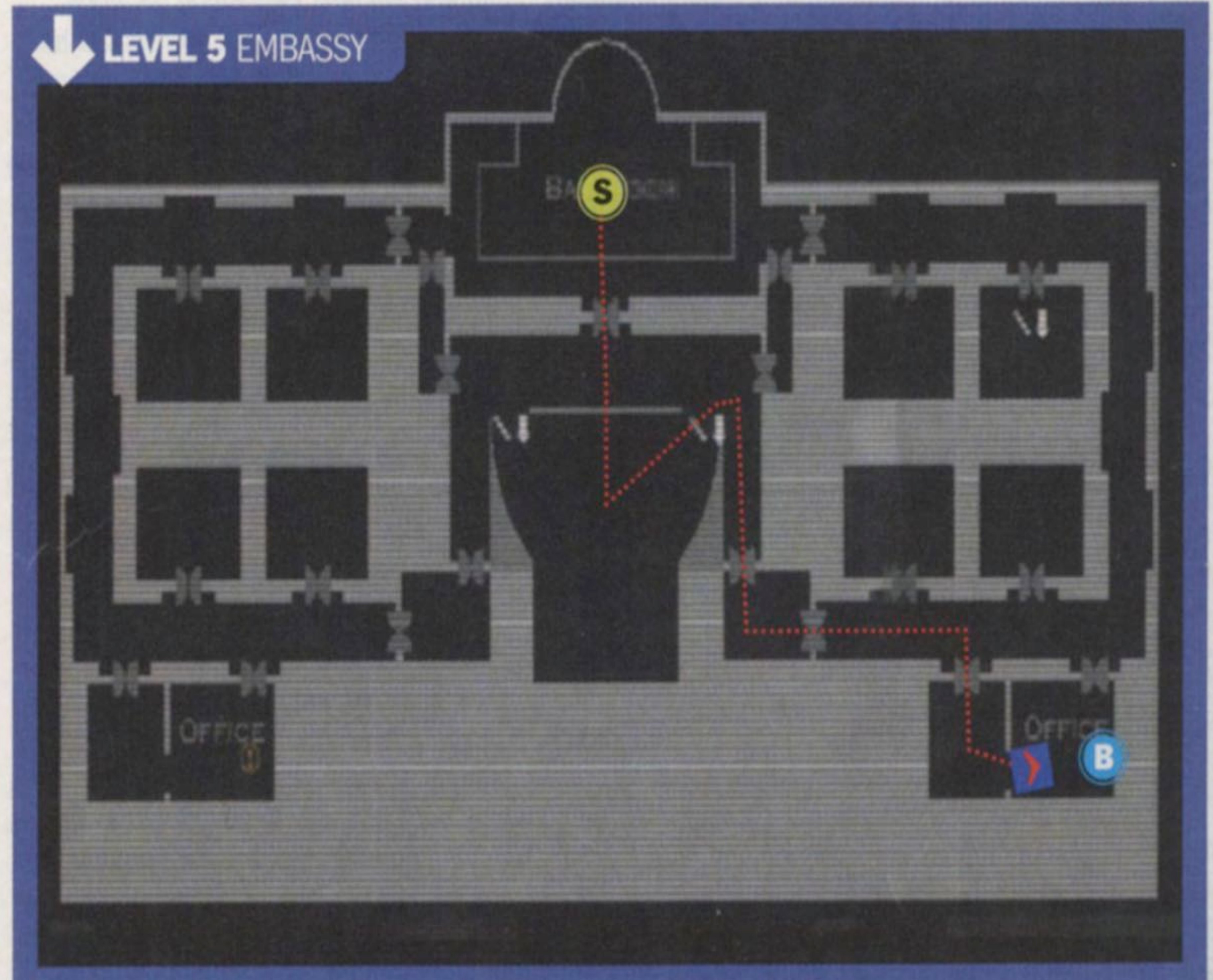
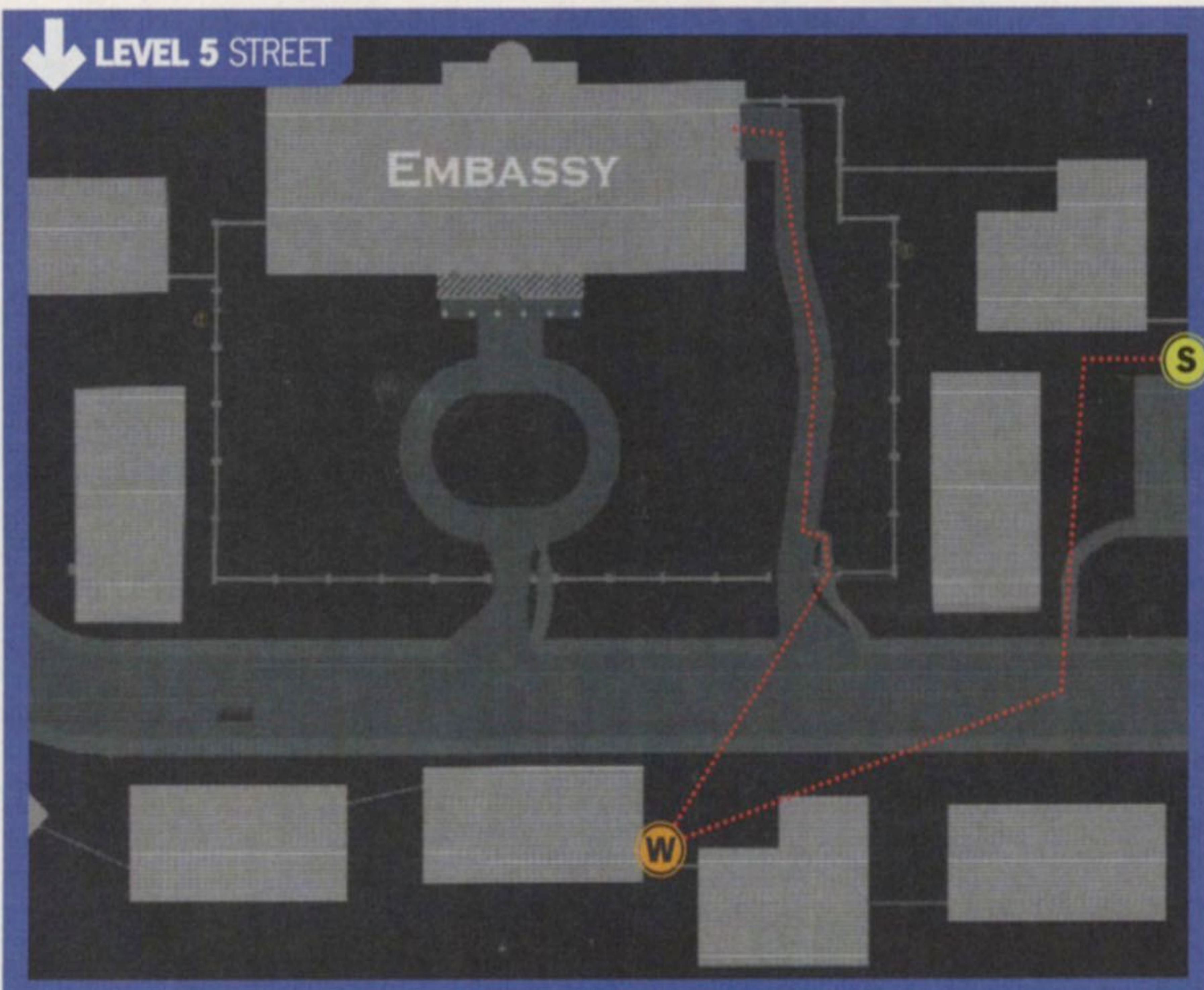
Here you must run along the corridor to the end wall. The door on the right is the opening to the observation room. Pick the lock,

keeping a look out for any guards, and enter the room quietly.

Through the glass you can see the interrogation taking place. Shoot the General with a Silenced Weapon through the glass then jump in to chat to the victim. You both run to the elevator again, hopefully with no guards in tow, and go up to the first floor basement. Run through, until you get to the end of the long, straight corridor. Take the first right into the secluded doorway. In this room is a weakened wall. Place the explosives on it and back off before blowing it. Head left, then run right over the bridge. Right again, then right over the next bridge. Go left after that and when you reach the turn off you've completed the level.

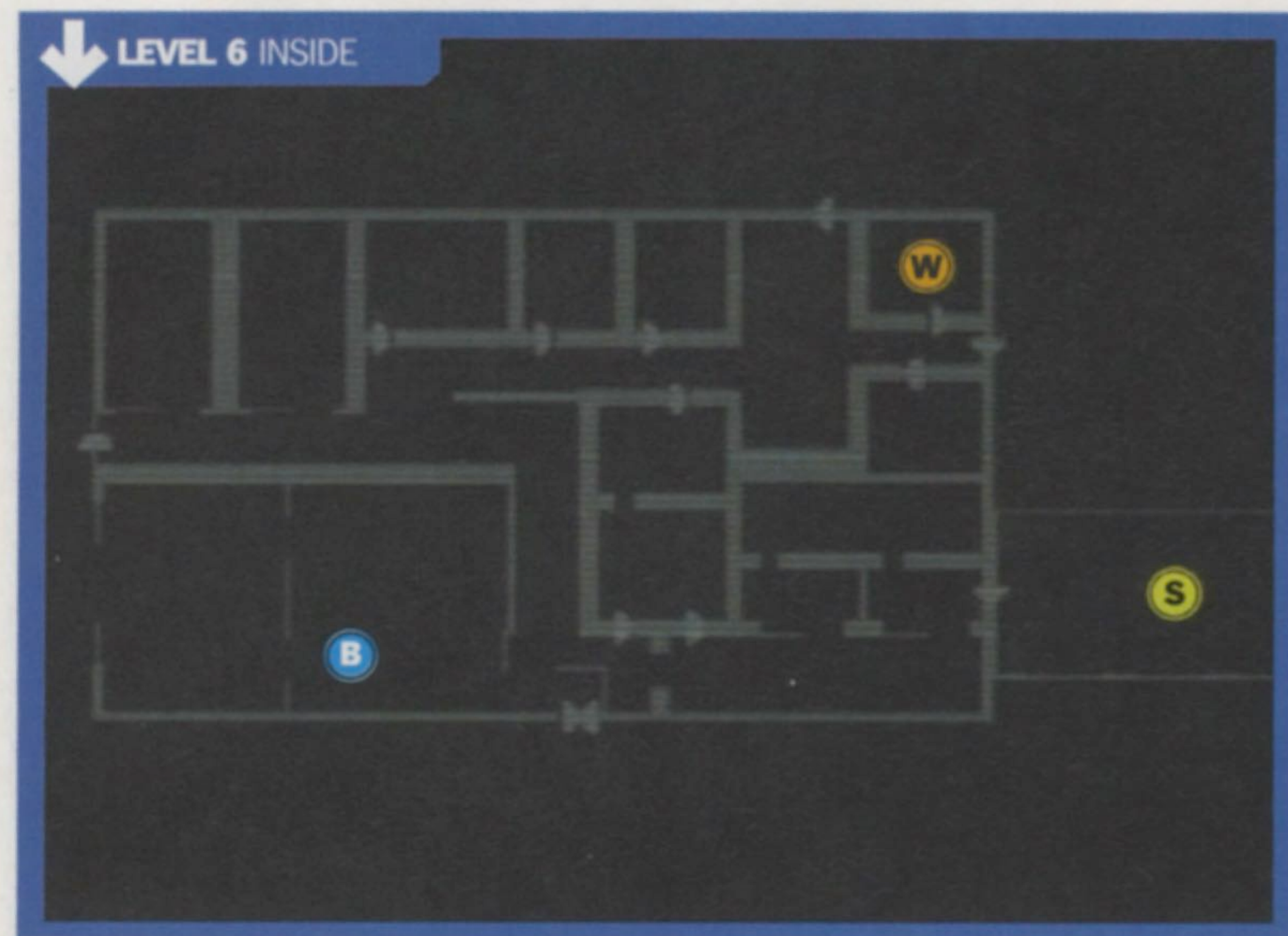
LEVEL 5: INVITATION TO A PARTY

KILL GENERAL ZUPIKOV



HITMAN 2: SILENT ASSASSIN

WALKTHROUGH



You start by the water. To the right is a waiter, so kill him and take his uniform and door key. Head left towards the bridge and then to the area in the front of the massive mansion and collect your wares – some poison and a Silenced Weapon. Now walk through the front gate on the right and along the path to the side of the building. You enter through the garage. Walk through the corridor to the doors at the end and into the kitchen. Collect the champagne glass and poison it when out of sight. Now leave by the door next to the one you came through and carry on right up the spiral staircase. Go through the doors and left under the stairs into the ballroom.

In here you can keep tabs on the Spetsnaz Agent and the Ambassador. The General will enter, so approach him and he'll take the glass. The poison will kill

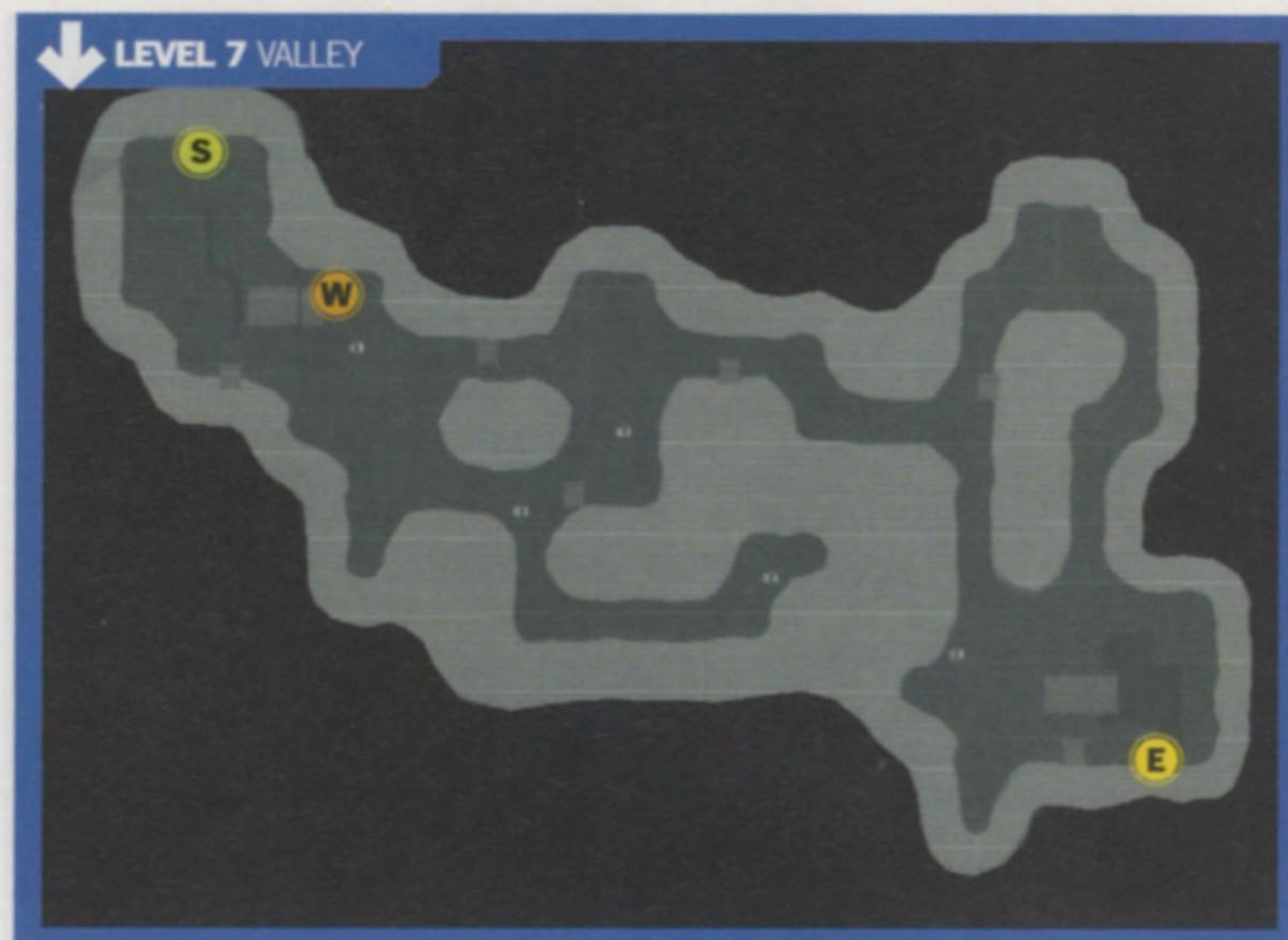
him. Now follow the Ambassador as the Agent forces him to the safe. They'll go through the main doors then left up the stairs. Follow at a distance, then turn off into the first room on the right. Ready yourself with the Silenced Pistol or the Fibre Wire. When the Ambassador opens the safe, quickly kill the Spetsnaz Agent and leave the building with the case from the safe and retrace your steps back to the boat.

LEVEL 6: TRACKING HYAMOTO

KILL AND BUG HYAMOTO.

You start in the far corner behind a rock. The garage you need to reach is far to the right, past the front door. Wait til the nearest guards are facing the front gate and run along the fence to the far right. Kill the guard in front of the garage and drag him behind the car. Look through the keyhole into the house and wait for the guard to turn and yawn. Now run in and kill him, depositing his body in the garage again. You should be joined by another guard, so give him the same treatment.

In the house you have to cut the poisonous fugu fish incorrectly and place the transmitter in the finished sushi. Exit the first room to the left and run down the corridor. Take the first door on the right and follow through to the corridor. Take the second door to your left on the corridor and put on the chef outfit. Now exit to the right and walk into the kitchen. Go through it and left into the room with the fish. Cut the fish, then walk back into the kitchen. Place the fish and transmitter in one of the dishes. Get out of the house and wait for the message to appear on screen that Hyamoto is dead. Walk to the front



gate to end the mission. Just remember not to ask 47 to attend your next dinner party!

LEVEL 7: HIDDEN VALLEY

GET TO THE GATES.

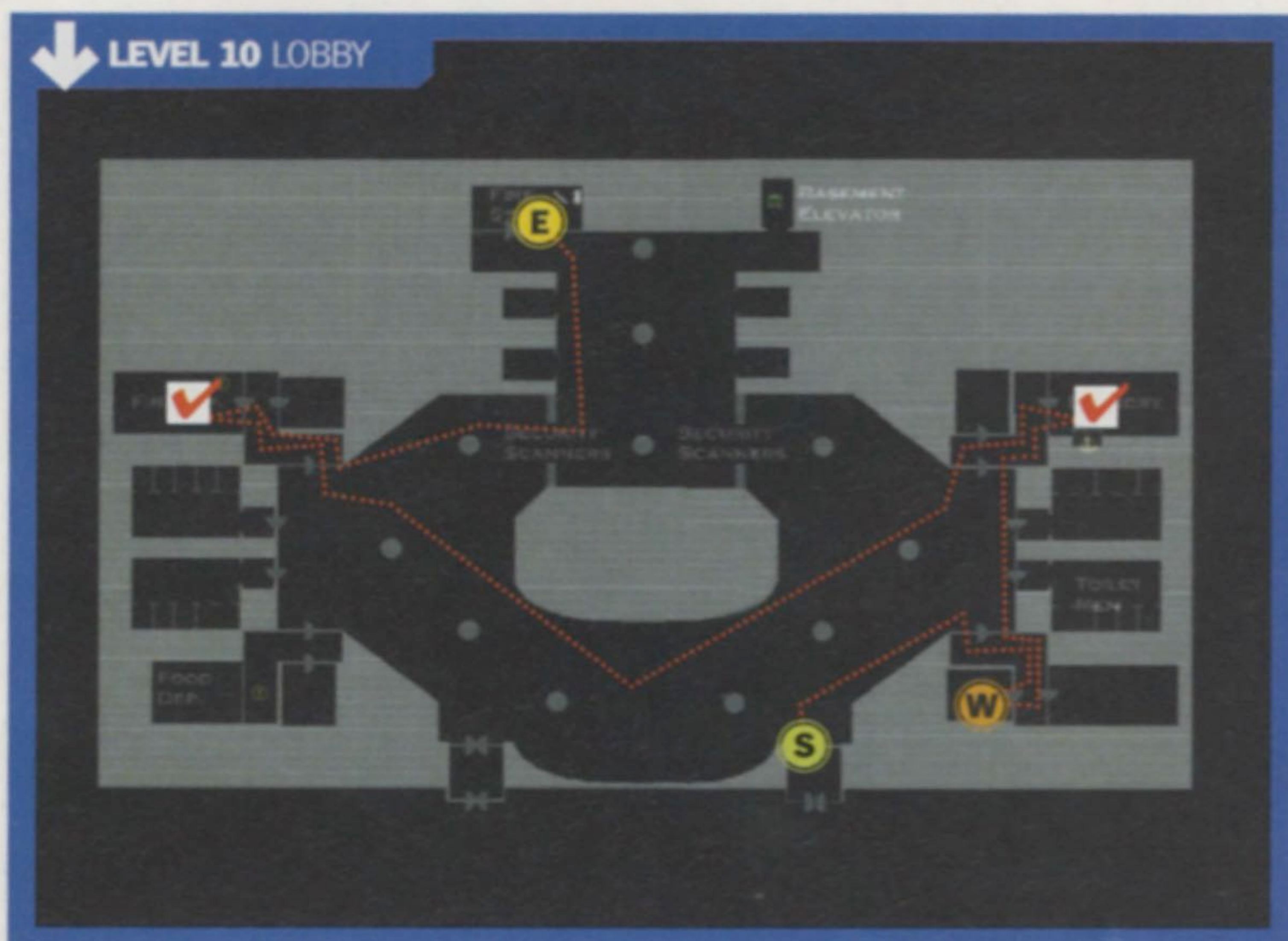
You start right at the back of a valley. In front a truck moves off. High to the right, unseen, there's a sniper, so keep to the left side of the trees. Move forward to the very edge of the tree-covered area. The large building in front is an underground ventilation shaft. Before you enter it, run to the rear of it (opposite end to the opening) where a truck is parked. Kill the guard patrolling and collect the Crossbow propped up against the wall. Take the guard's clothes as well. Scan the area ahead and to the right with the Crossbow. One shot to the head will take out any guards. You should be far enough away to take a few of the guards out without being seen. Circle the shaft, taking out as many guards as you can, keeping clear

of the sniper. Enter the shaft and walk on. There are doors set in the side of the tunnel, but they lead nowhere useful. Just walk on through, dodging or silently killing anyone you come across. Carry on to the end of the tunnel. From here, head to the end of the level on the far right-hand side.

LEVEL 8: AT THE GATES

GET TO THE CASTLE, AND THE DESTROY ALARM GRID.

Head to the right side of the valley, keeping a look out for the patrolling guards. The ridge that rises up to a higher level is a good place to keep the enemies in full view. Look ahead and take out any guards on the ledge with the Crossbow or a Silenced Weapon. Carry on over the ledge, killing any guards on the ledge and path in front, until the Agency gets in contact and messages you the positions of those alarm generators.



LEVEL 8 CASTLE



From the ledge scan the windows of the castle for any watching snipers and take them out, or your approach will be highly dangerous. Use the Binoculars to scan the area, centre your view over a sniper then switch over to the Crossbow and take him down.

The easiest way to start is to take the generator on the right-hand side of the castle. You can approach along the right side of the open area and there's only one guard patrolling. Pop him in the back of the head and shut down the generator. You've now got two more to do. Run around the perimeter of the building, taking out any guards with the Crossbow. Make sure to take out the sniper looking into the grounds from the high tower at the front of the castle. Move to the back of the castle. The door at the far right-hand side won't be blocked with lasers, so enter via there. Before you do, ditch the Crossbow and grab a guard's SMG and clothes. Enter the doorway and start killing the guards high above you on the castle walls. This is where the Machine Gun comes in handy. Run on through and up the steps ahead, killing more guards. Head into the quadrangle and through one of the doors on the back wall. Kill the ninjas in the corridor and

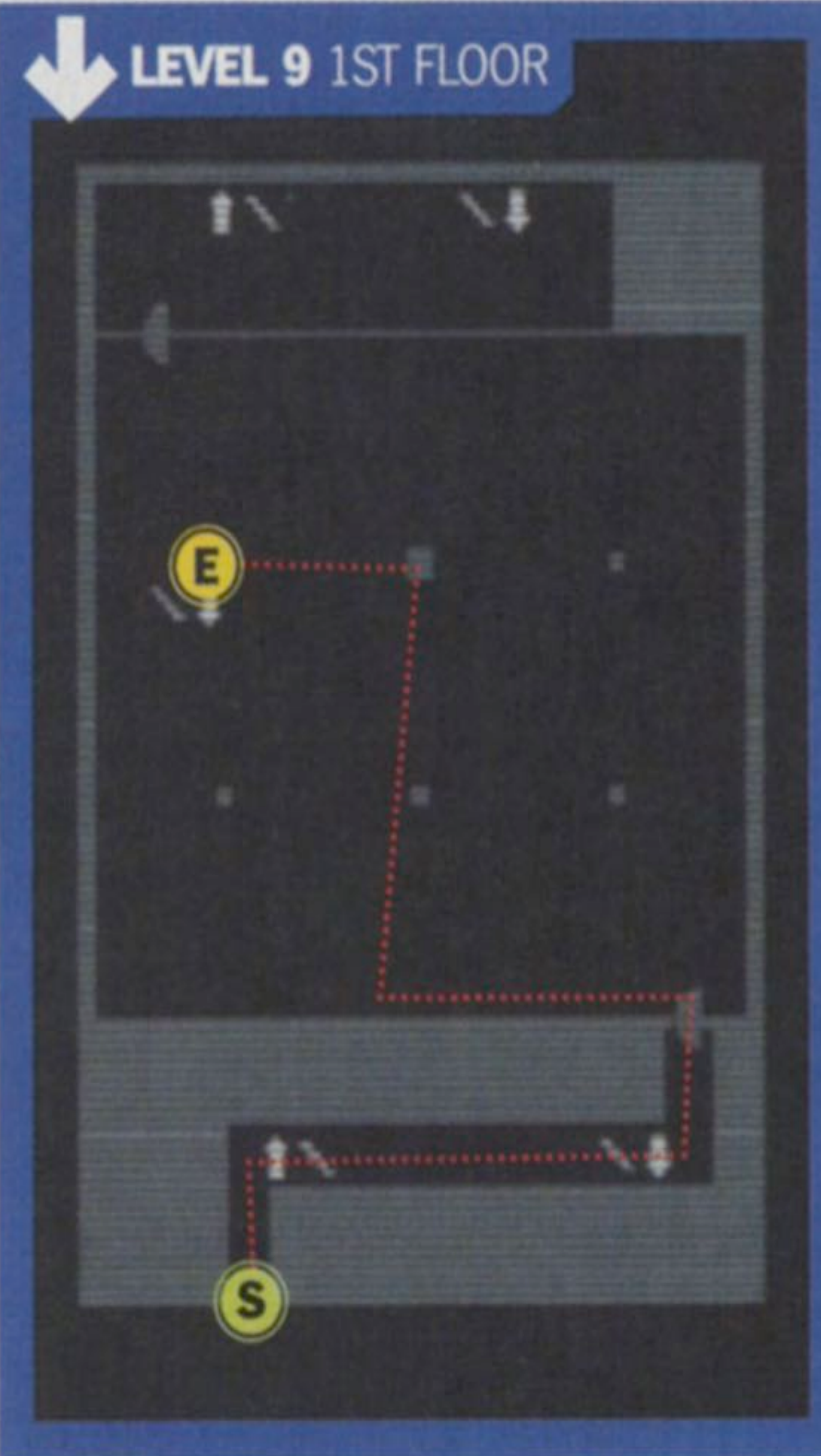
flick the switch on the unit inside. Head through where the lasers were visible and out to the front gate area. The last generator is to the left of the gate (from the inside perspective). Head to the generator and switch it off. To access the inside of the castle you must now head to the opposite side of the front gate and up the slope. Carry on along and up the stairs, then right into the doorway and you'll finish the level.

LEVEL 9: SHOGUN SHOWDOWN

KILL HYAMOTO SNR.

You start in the doorway. Outside around the helipad are several guards. You need to walk to the wooden panel in the doorway. It's a hidden doorway, so open it and carry on through and up the stairs. Check the keyhole at the top, make sure the guard has his back turned then go through. Only walk on the support beams as the floorboard themselves squeak. Kill the

LEVEL 9 1ST FLOOR

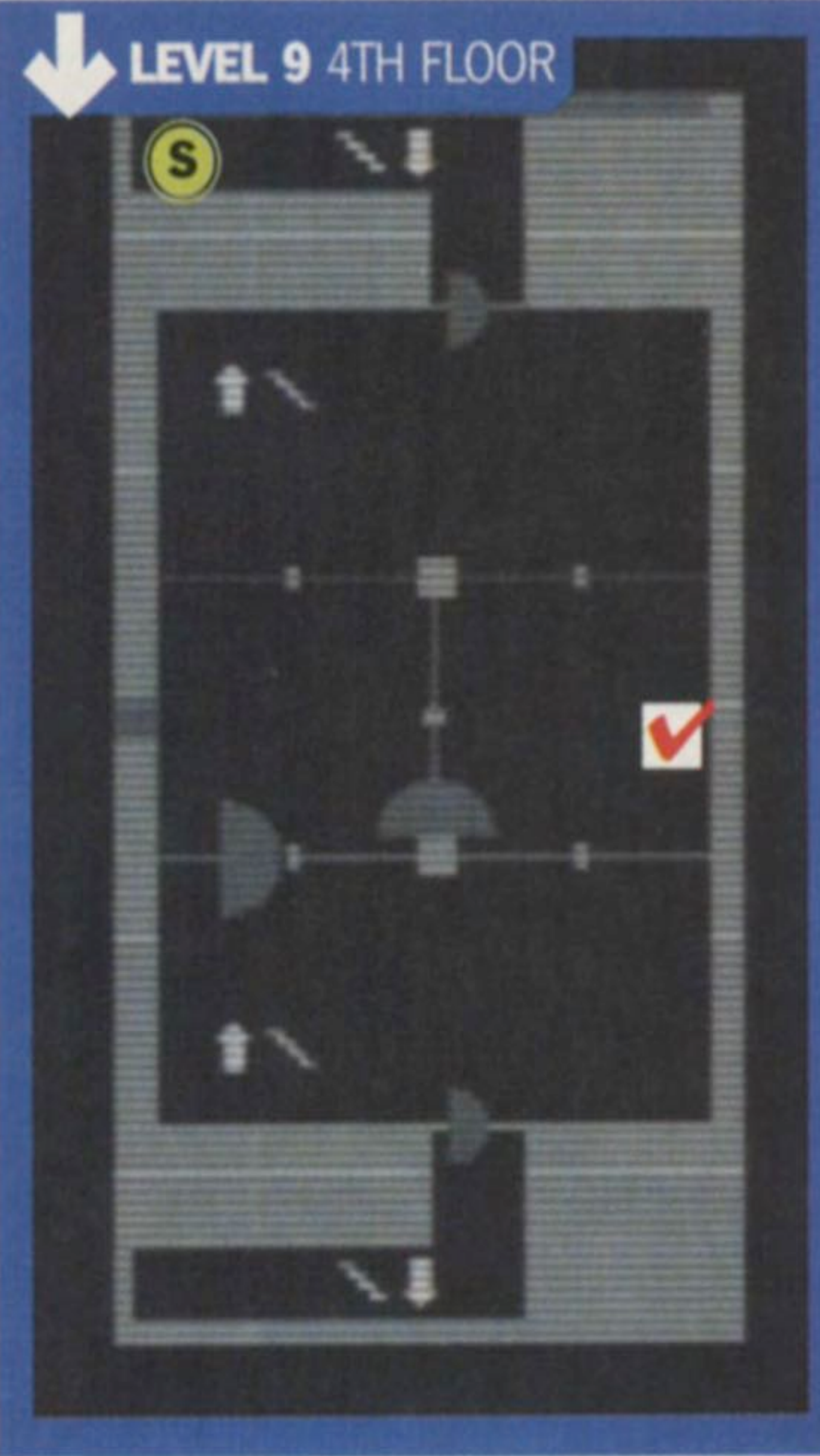


guard and drag him to the hidden staircase before taking his clothes. Head back into the room and go down the stairs in the far left corner. Get down and turn to the wooden panel right of the staircase. There's another hidden door here. Follow it through to the next door and look through the keyhole. When you come out, take the guard down with a shot to the head and drag his body into the hidden corridor. Now collect the keycard sitting on the shelf next to the door and head back to the room with the squeaky floor. You can now de-activate the laser, kill the guards and access the basement. Carry on down to the lower floor and deactivate the security lasers. The guidance system is in the middle at the back wall.

Now you must carry on up all the flights of stairs to the top of the building. Try and make as little commotion as possible as the place is swarming with guards. Stop off at the fourth floor to collect Mei Ling's keycard (she's an old friend) so you can get into the next level without a fuss. Kill the guards through the doorway then carry on to the top of the area.

In Hyamoto's room, kill him before he gets away, then take care of his guards. When it's all

LEVEL 9 4TH FLOOR



over, jump out of the window and head around the outside of the building to the lower floor. From inside, retrace your steps to the front door and complete the level.

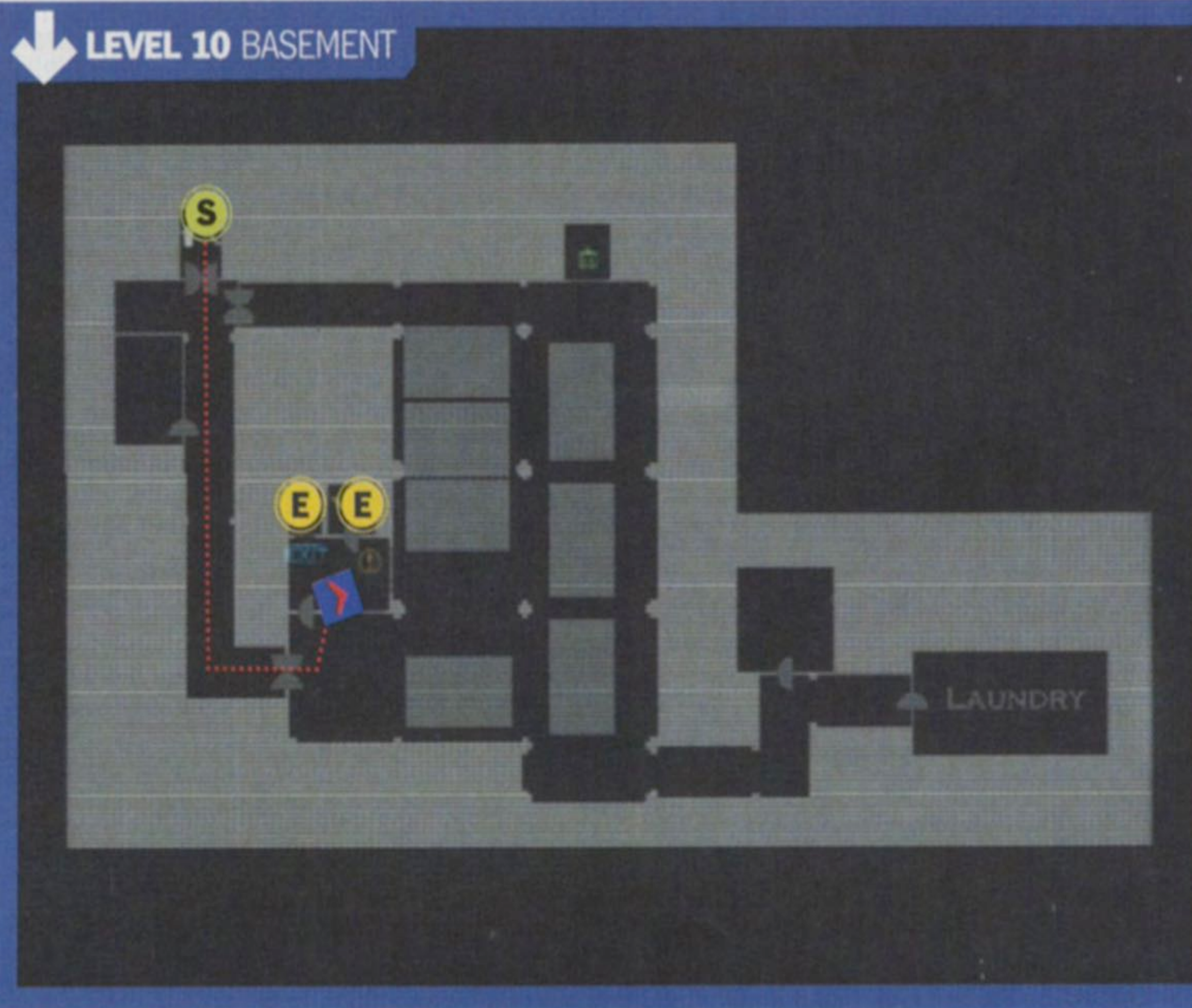
LEVEL 10: BASEMENT KILLING

KILL CHARLIE SIDJAN.

Walk out of the booth you start in and go right around the corner. The security office is on the right, so enter the door. Kill any guards who feel it's necessary to tell you shouldn't be there. In the room on the right collect your equipment from Locker 137. From here walk to the door opposite the security door and right into the laundry. Drop the Smoke Bomb down the chute and run like the wind.

The fire office is on the opposite side of the lobby, so run in and collect the suit. Now follow the firemen down to the basement. Get into the guard station and kill the computers, then carry on along the corridor and down into

LEVEL 10 BASEMENT



LEVEL 11 OFFICE



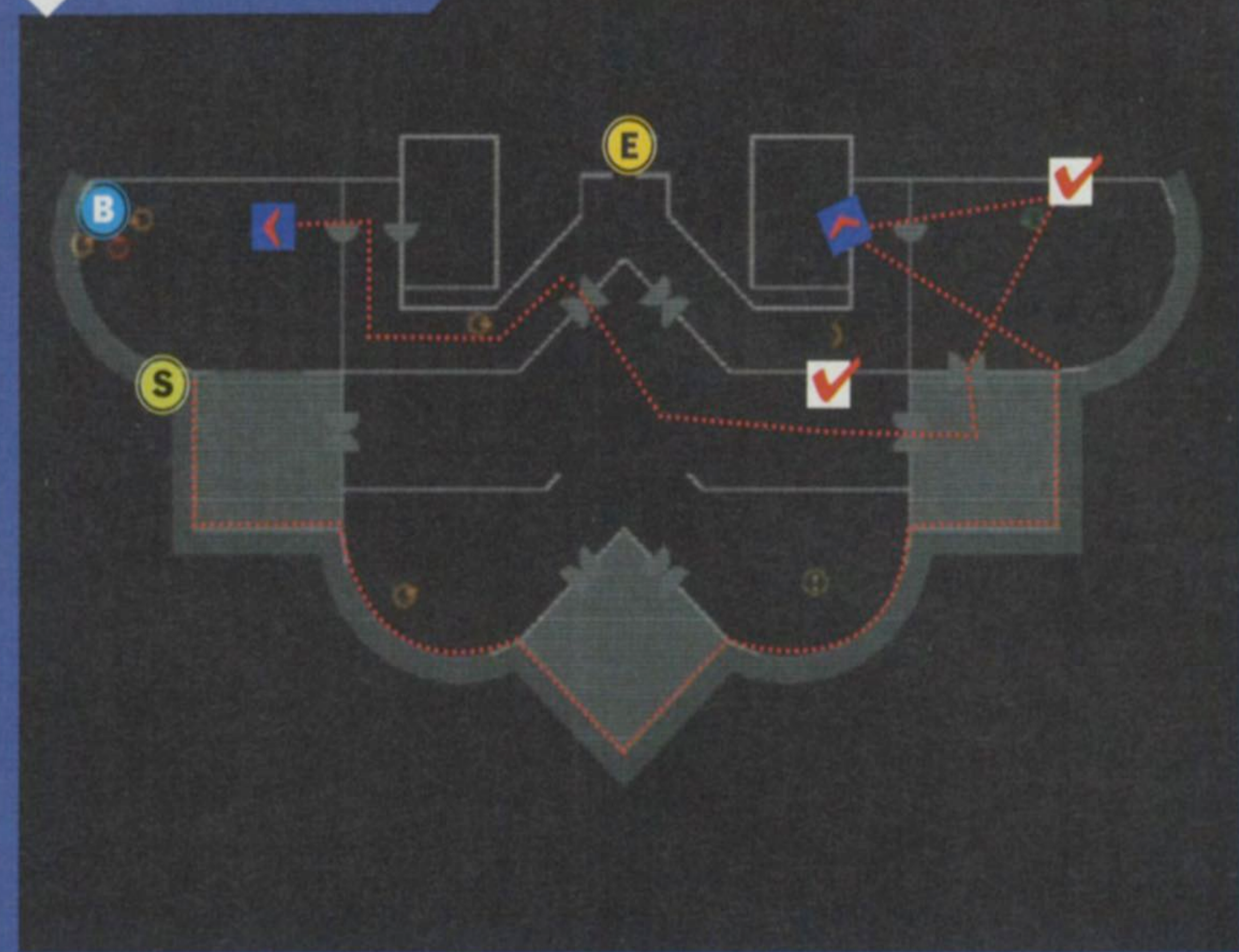
HITMAN 2: SILENT ASSASSIN

WALKTHROUGH



Swap shop: 47 can nab victims' clothes to blend in

↓ LEVEL 12 APARTMENT



the second basement area. As soon as you enter the door there's another guard station to the left. Shoot the computers and run down the stairs on the right. When you get to the room you can shoot Charlie, but it isn't actually him. It's his twin, so head back to the guard station and into the lift.

LEVEL 11: GRAVEYARD SHIFT

GAIN ACCESS TO THE MASTER SERVER.

You start in the lift. First run to the right straight away and then left into the short corridor leading to the main lobby. Straight away, draw your Gun and shoot the patrolling guard. Keeping a lookout for guards and office workers, drag the body round the corner to the first door and hide the body in the room. Collect the technician's

card that is in there.

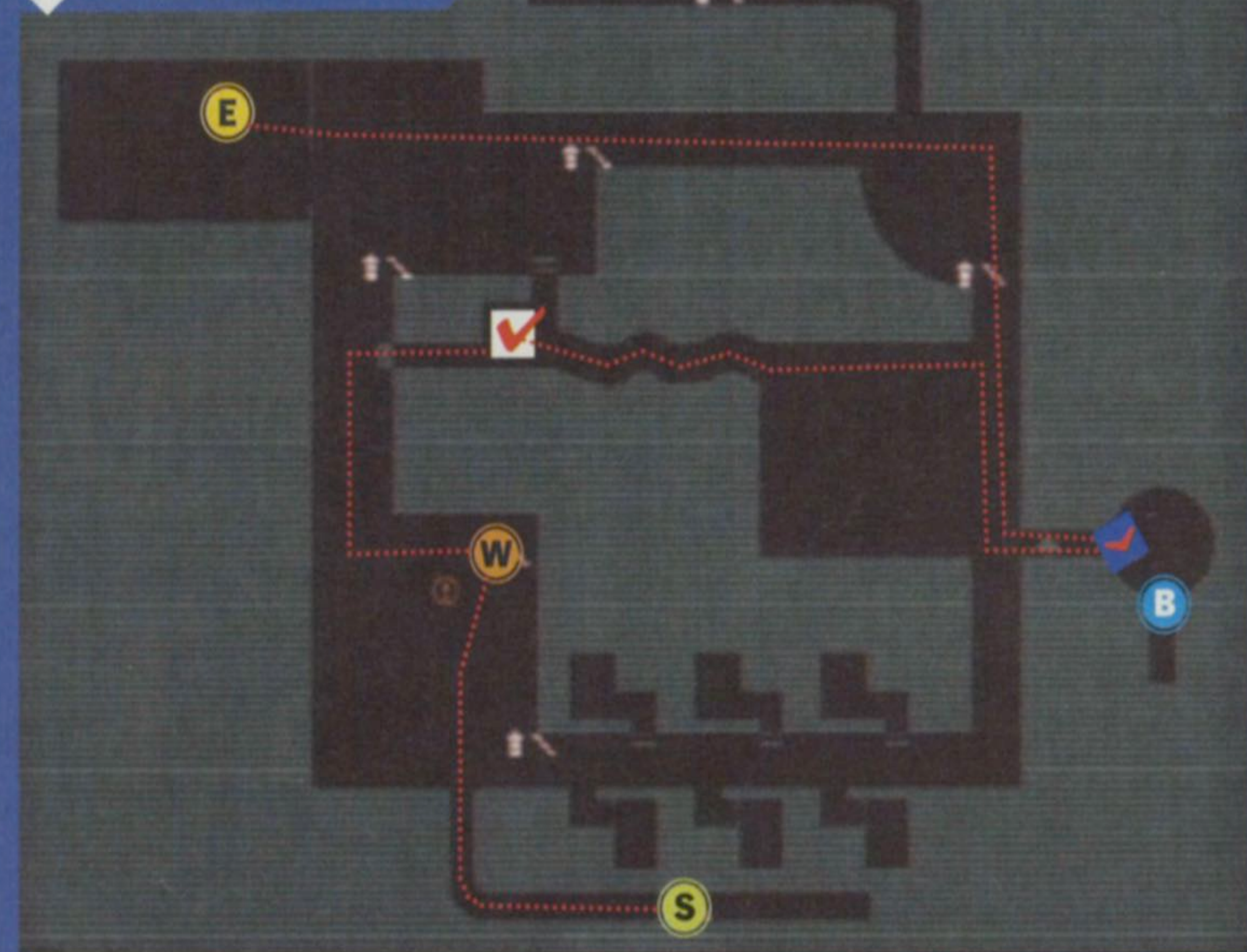
From here you have to get to the corresponding area on the opposite side of the office. Stalk your way there, keeping away from the trigger-happy guards and any office workers. Get to the air conditioning room and open the door with the keycard. Shoot the computers in the room to raise the temperature in the server room directly across the hall. Wait for the technician to enter the room then follow him in and hide til he's done. Place the dongle on the computer before making your way to the main office area on the map's left-hand side. Behind you there is a large glass window which you have to break to get outside. Cross over the bridge to the other side to complete the mission.

LEVEL 12: JACUZZI JOB

KILL CHARLIE, STEAL HIS MONEY AND STATUE.

You start on the balcony. Run round the

↓ LEVEL 15 COMPOUND



LEVEL 13 VILLAGE



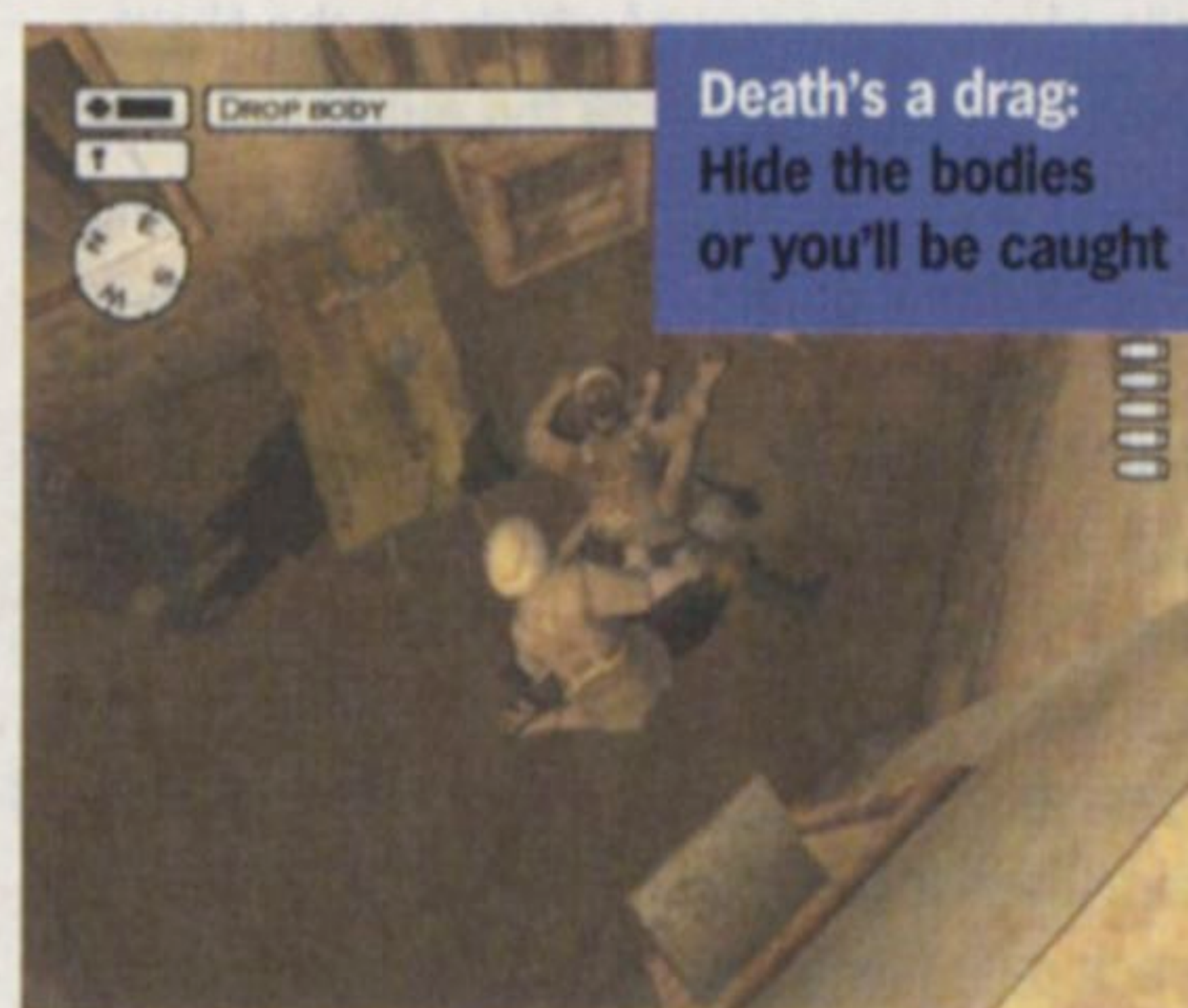
outside ledge until you get to the room with the woman on the PC. Let her see you and she'll foolishly run out. Take her out silently and enter the room. Take the door on the left and go through the room directly in front of you. Smash the fusebox and the lights will fall, then return to the PC room. The painting on the wall hides a safe, so slide it back and pick the lock on the safe. Head back outside and go through the other door. Directly in front of you is the statue, so grab it. Now head all the way to the front room where Charlie is, killing any guards.

He's hiding in his jacuzzi, holding his nose, so pop him one in the face and head back to the lift to complete your assignment.

LEVEL 13: MURDER AT THE BAZZAR

KILL THE TERRORIST LEADER AND STEAL THE MAP.

LEVEL 14 VILLAGE



hole to collect the Rifle. Search for the Colonel through all the skylights and then pop him. Run to his body and collect the key, then leave the area by the gates.

LEVEL 14: MOTORCADE INTERCEPTION

KILL THE KAHN, DON'T INJURE THE UN TROOPS.

The Lieutenant's house is far to the left where you begin. Follow the road round to where you see some guards standing in front of a house so sneak around the back. Pick the lock and head up the stairs, silently killing the boss. If you alert guards at this point run outside to the gates, forward and right of the house. The other target will come sprinting past. Riddle his body with bullets and collect his key before running to the exit point.

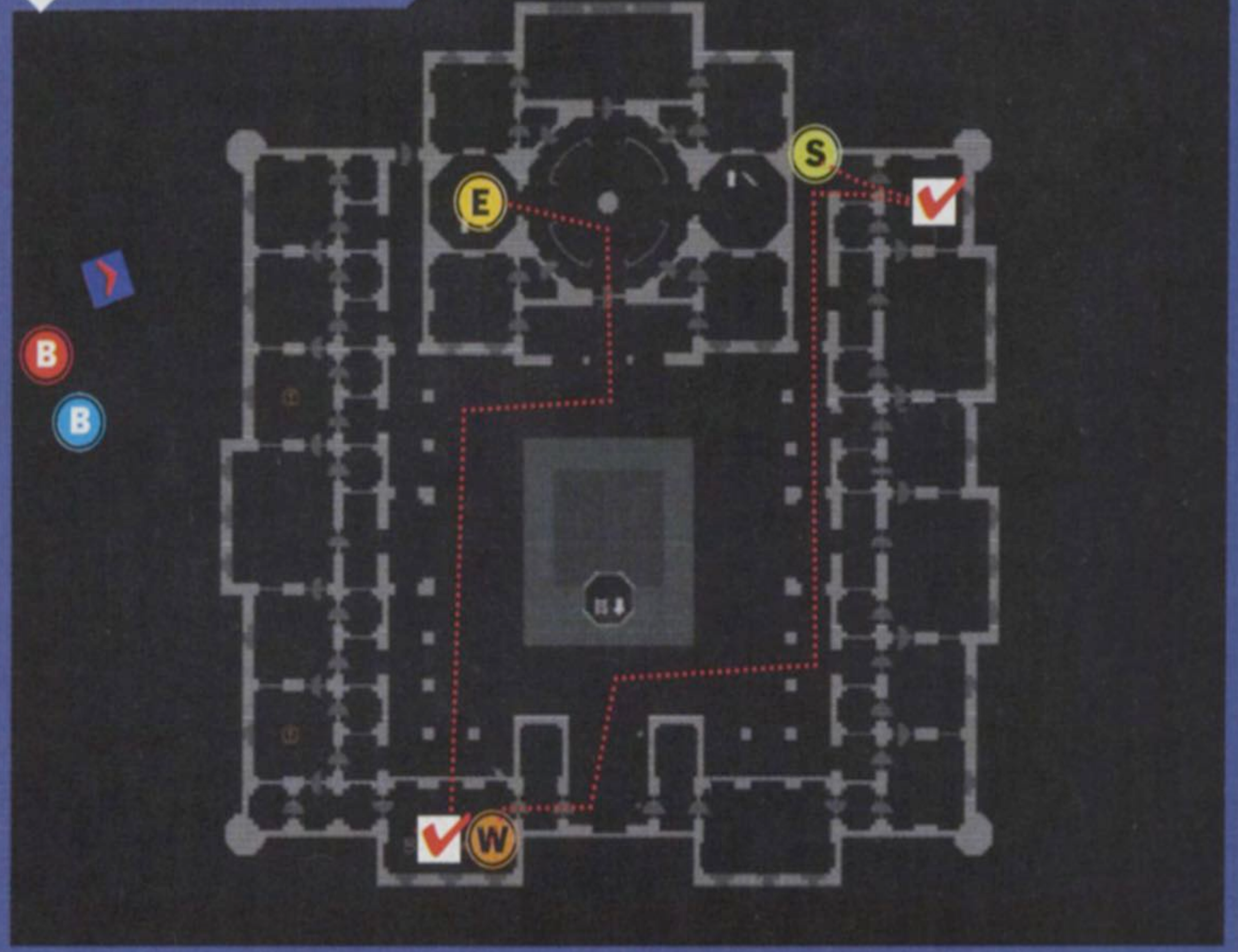
If you didn't alert the guards, get to the building further to the right of the gates. Climb the ladder around the back and drop into the

Walk to the left then follow the road round to the Weapon pick up point behind the house. A guard is waiting there for you. Kill him and take his clothes. The Mosque is in the opposite corner of the village to your position, so walk round there, taking care to avoid any guards who might see through your disguise. You don't need to dip into the map to find it. Merely look up. From the top, look out over the wall and zoom in the Rifle. Wait for the motorcade to start passing. Take the first truck out by

LEVEL 16 CITY



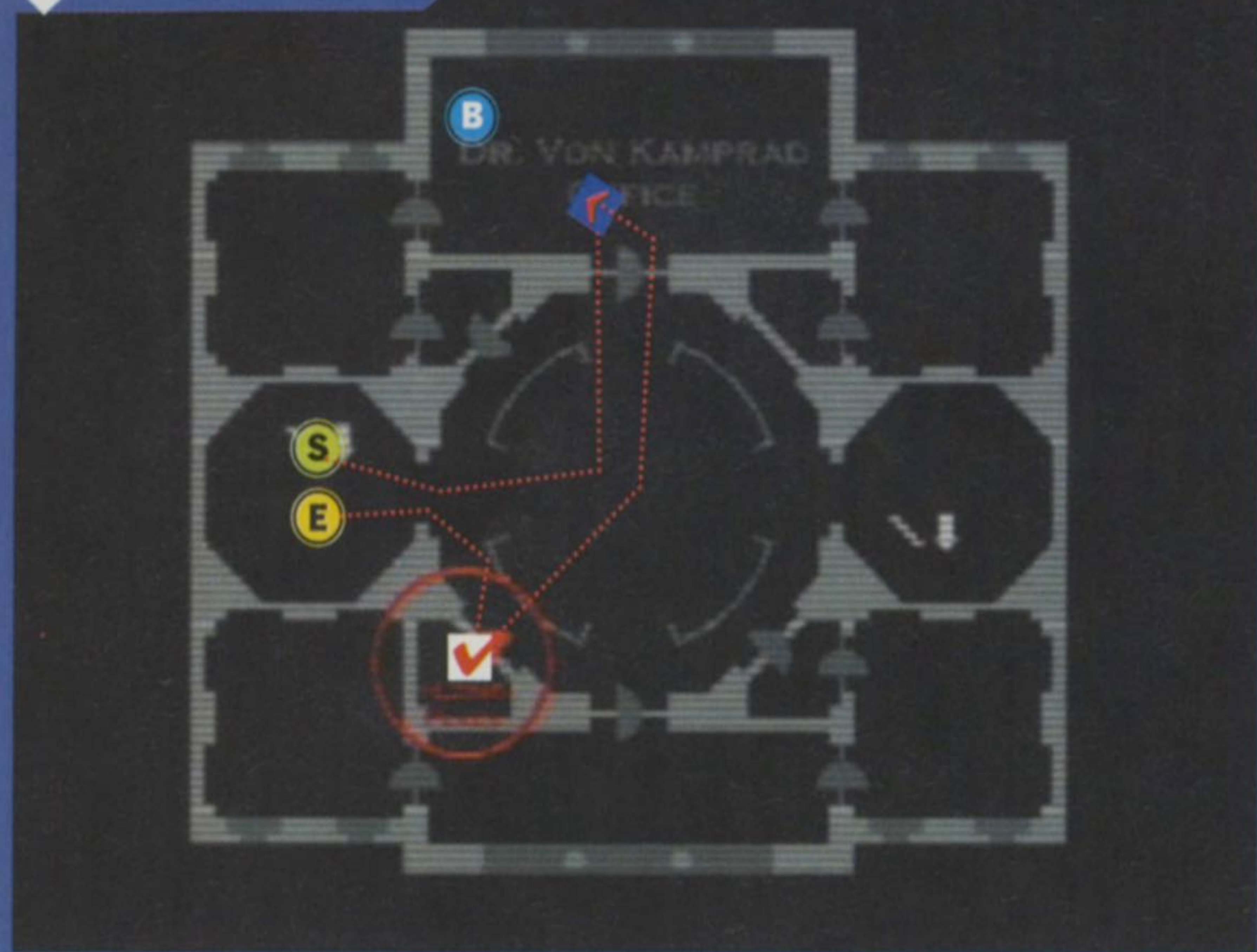
LEVEL 17 1ST FLOOR



HITMAN 2: SILENT ASSASSIN

WALKTHROUGH

LEVEL 17 2ND FLOOR



shooting the engine, then go for the side of the limo. Aim through the windows and kill the Kahn (making sure not to harm his aide), then run to the top of the Mosque to the small gap in the wall to make your exit.

LEVEL 15: TUNNEL RAT

KILL YUSSEF HUSSEIN, STEAL THE CARGO.

You start on the far side of the level. Your initial brief is to kill any soldiers around, so the massive Sniper Rifle from the previous level will help. Clear the level by walking round the perimeter before making your way inside, picking people off. Change into one of the dead guard's clothes and collect his Rifle, then head into the tunnels. Go down the stairs into the cavern (the one nearest where you began the level). Don't run in here as there are guards everywhere. As soon as you enter, head to the

pile of boxes, on top of which are the Night Vision Goggles. Wait until the guard leaves then pocket them. Head along the corridor from the room and take the first right into the adjacent corridor. Kill the soldier up ahead of you and turn off the generator. Head in the direction you were walking out into another corridor, then go right. Look for the soldiers coming from a room – this is where the target is. Enter, then go into the storeroom on the right and kill him, then leave and shut the door. Now walk back past the generator into the first corridor



LEVEL 18 OUTSIDE



and turn right. Carry along till you get to the end, then left into the elevator room. If the power is still off you'll have to wait until it's activated to finish the mission.

LEVEL 16: TEMPLE CITY AMBUSH

KILL ASSASSINS, GAIN ACCESS TO CULT.

You start at the city gates. Follow the first street until you get to the next, then head left towards the last shop. It's here that you'll find your contact. Grab the Shotgun if you don't mind being spotted, but it's a good idea to remain anonymous on the city streets. Leave and run towards the city's squares. Run to the far left corner of the 2nd one then take the road left then left again to the carpet shop. You'll meet your second contact who will let you into the secret area only if you kill and photograph the two assassins in the nearby

square. Check the map for enemy positions and stalk them. Take out the sniper assassin first, by sneaking into the back end of the building and popping him one in the back of the skull. Snap his prone piccy then head to the square. Just wait and the other one will approach you. After that, walk back to your contact. He'll send you to a shop in the far right-hand corner.

LEVEL 17: DEATH OF HANNELORE

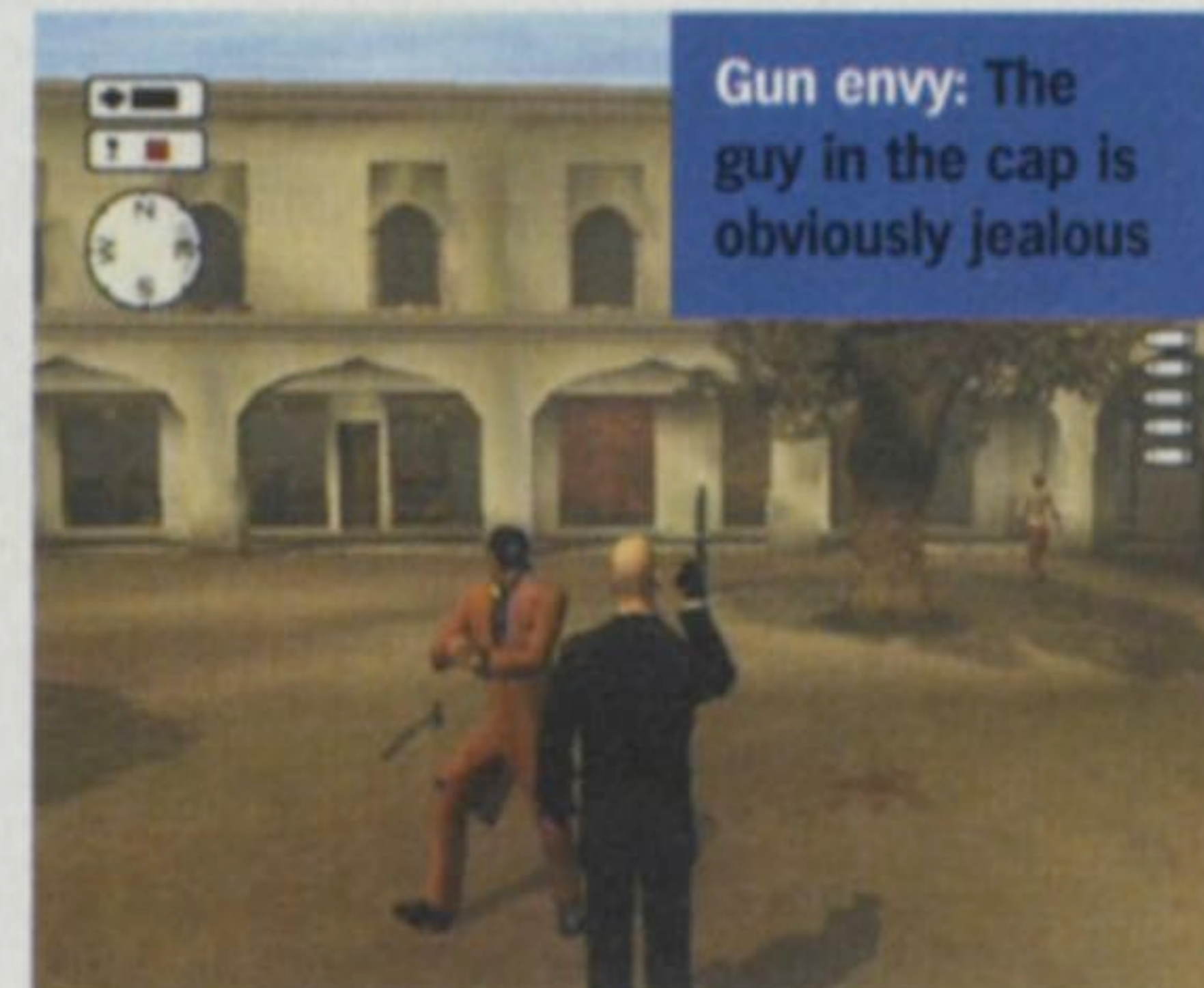
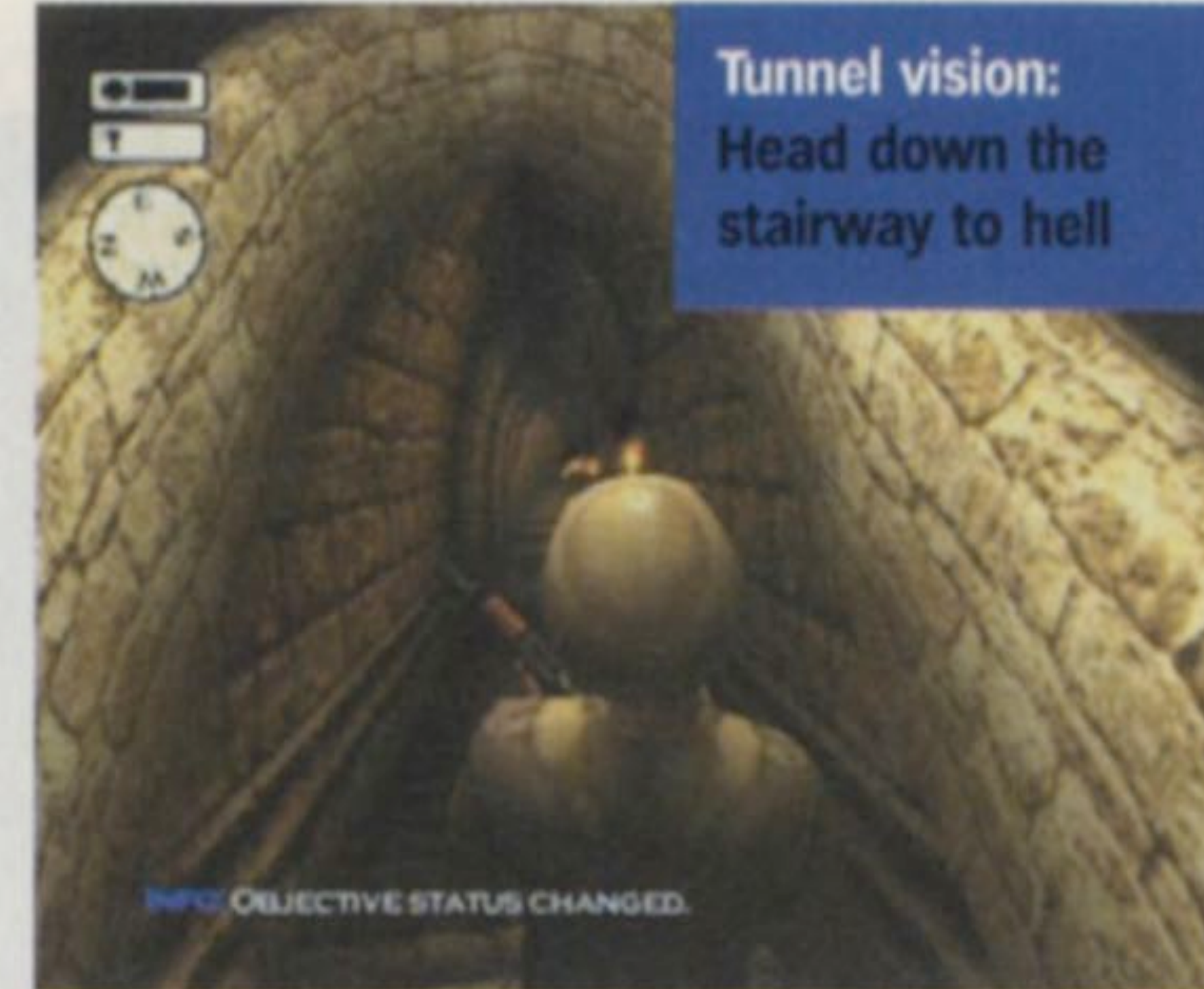
KILL THE DOCTOR.

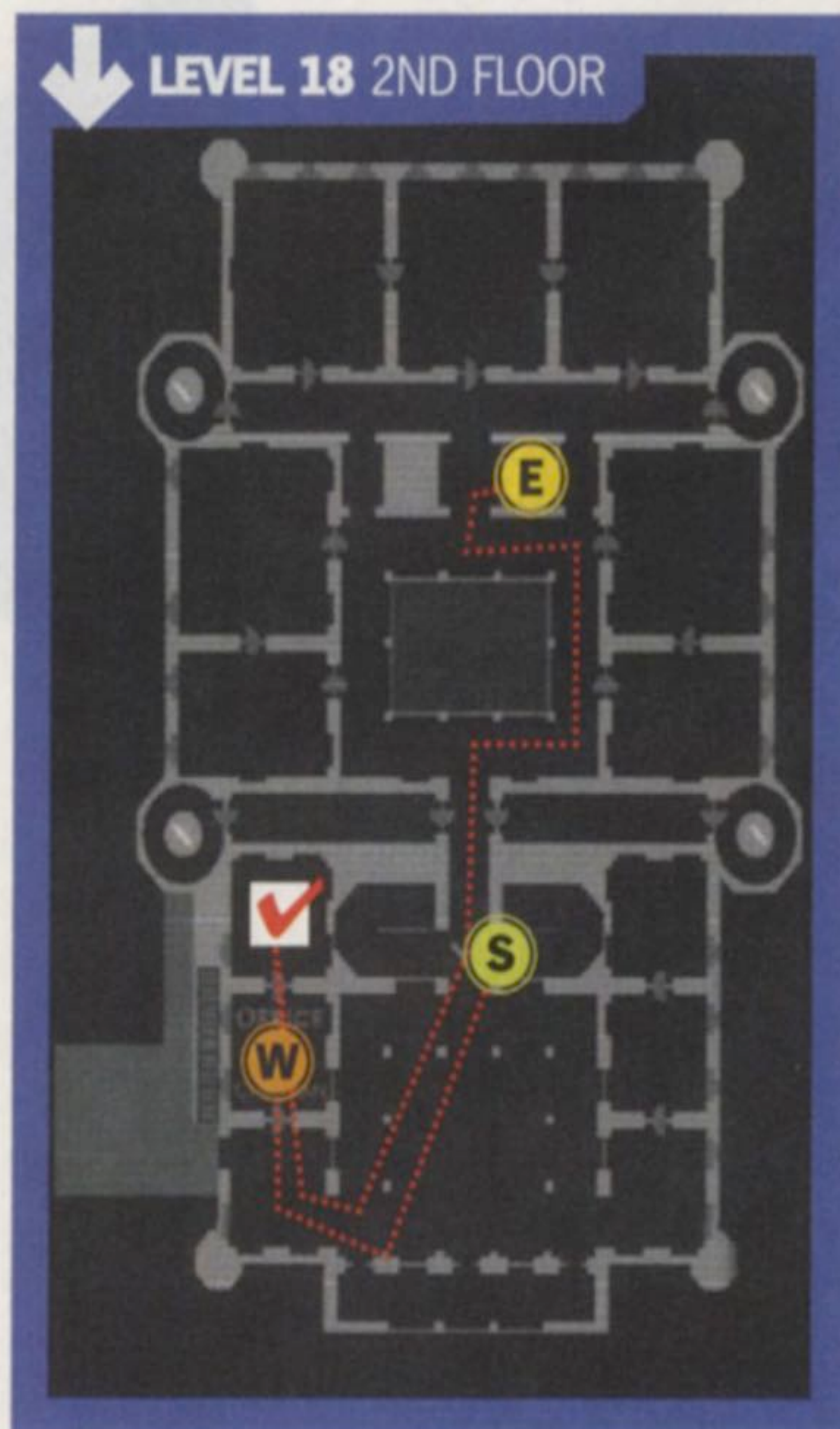
You start on the dock. Walk behind the grouping of crates and take out a Silenced Weapon. Pop the patrolling guard in the head and take his clothes. Follow the path to the right into the building. Walk at all times. The storage room you need to access is at the back of the building. Head for the door under the archway and calmly walk through. In the room, pick up

LEVEL 19 SEWERS



LEVEL 19 STREETS



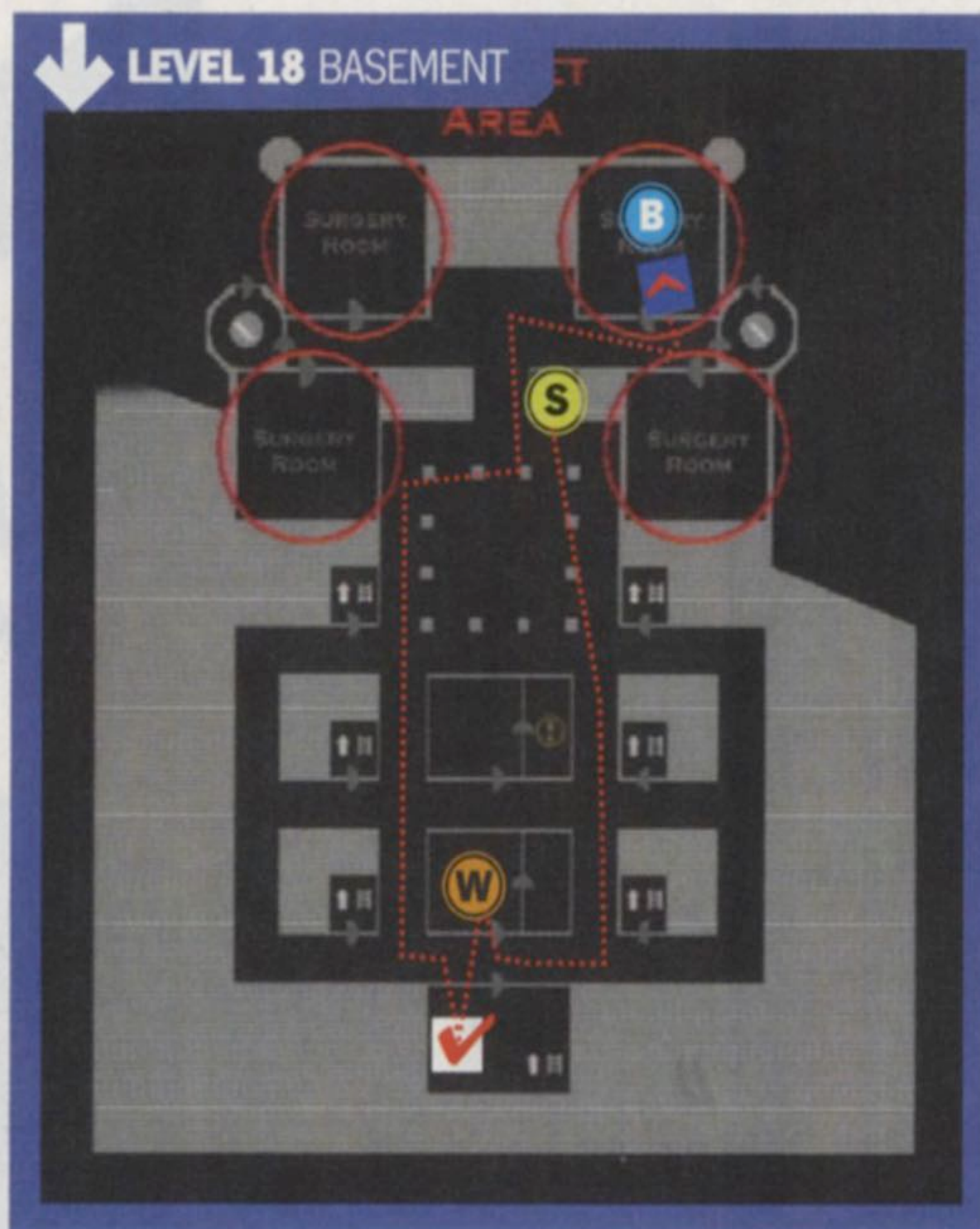


the Poison and the doorway. Now head all the way back to the first door and enter the nearest room to it. Collect the clothing and go back out to the courtyard. You need to enter the main lobby, which is directly right of the front door, and head up the stairs. At the top, you have to enter the Doc's office. Kill her and stash her body in the storage room. Shoot her straight away, or, if you're feeling sly, poison her drink. Now all that's left is to casually walk back to the starting point and to safety.

LEVEL 18: TERMINAL HOSPITALITY

KILL THE CULT LEADER.

Follow the path round to right, avoiding the gaze of the guard on the boat and the one looking out to sea. The ground guard can be avoided by keeping behind the crates. Sneak



away and carry on around to the pool area at the rear of the building. Again, keep sneaking towards the pool to collect the uniform from behind the guard. Walk into the main courtyard and head for the double doors of the mansion.

Walk up to the 2nd floor and enter the office marked Chakram. Wait for the nurse to go on duty before picking the lock of the other door. Enter the room and collect the room key and the Night Vision set, then carry on through the 2nd door into the room to collect the doctor's clothes. Leave the way you came in and walk to the lifts at the end of the floor. Head down to the basement.

Walk left out of the lift and across the quad to the far left. Walk directly on to the rear wall, then turn left to the anaesthetist's office to collect the Scalpel. Directly across from here is the Power room, so go in and turn the power off. Check your map – the leader is being operated on in the far right room, so run there. You can use night vision to make your way around. Simply kill the cult leader in the dark and make your way calmly back to the elevator when power is restored. If needed, use any weapons which you have stashed to take

out any cult members on the way out. Be warned, there are a few crazed nutters around!

LEVEL 19: ST PETERSBURG REVISITED

KILL SERGEI.

Head to the Locker and collect the Rifle. Follow the route to the manhole cover and climb out into the back alley. Walk to the buildings and collect the Bullets from the dumpster. Dodge the guards and run up to the stairs to the window with a clear shot across to the conference. Spot Sergei and waste him.

Nothing happens, so leave the building and run across the road to the target's building. Run up the stairs to the left – the room Sergei was in. Inside there's a cardboard cut out. Drop the Rifle as the Bullets are also blanks, and head to the room opposite this

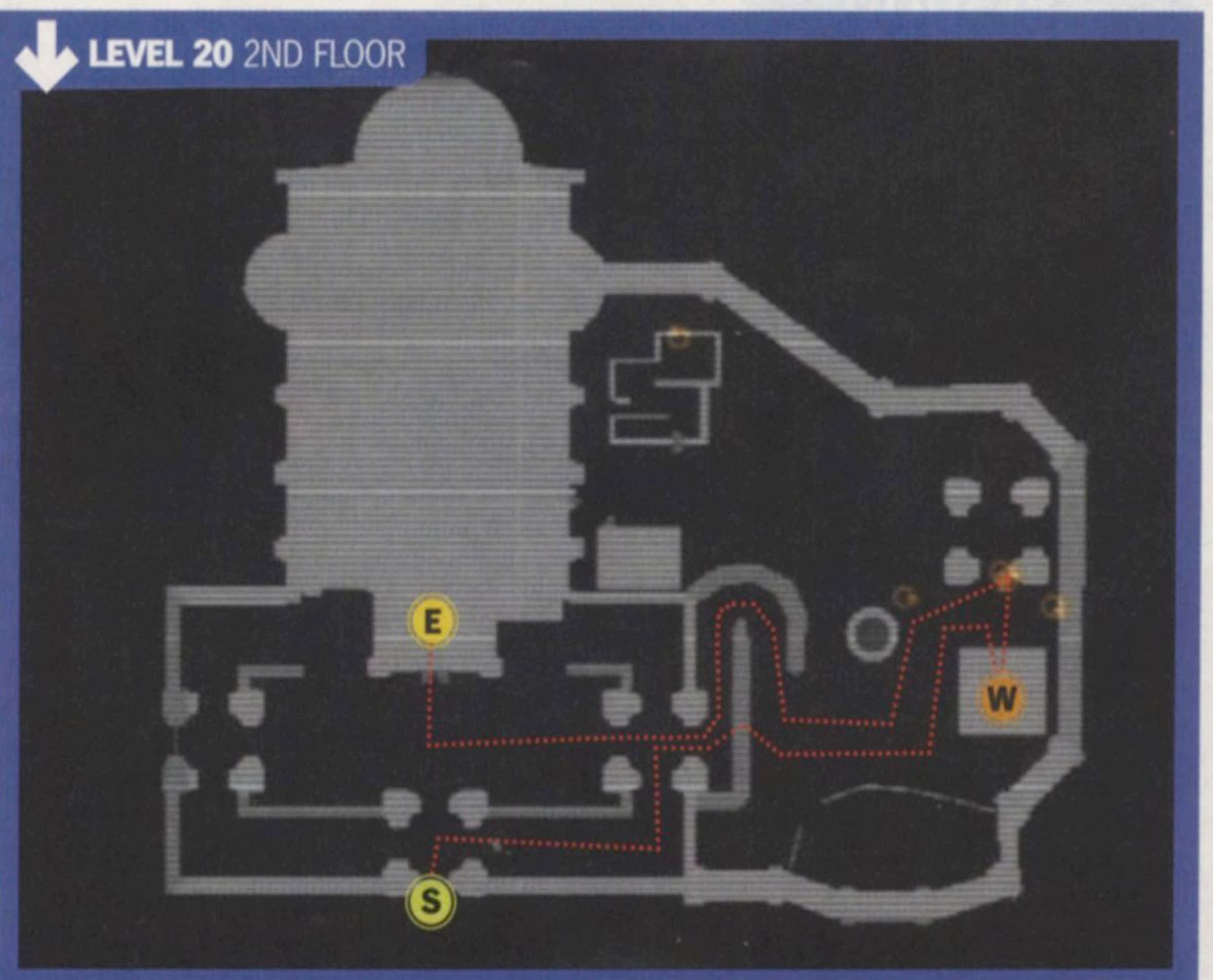
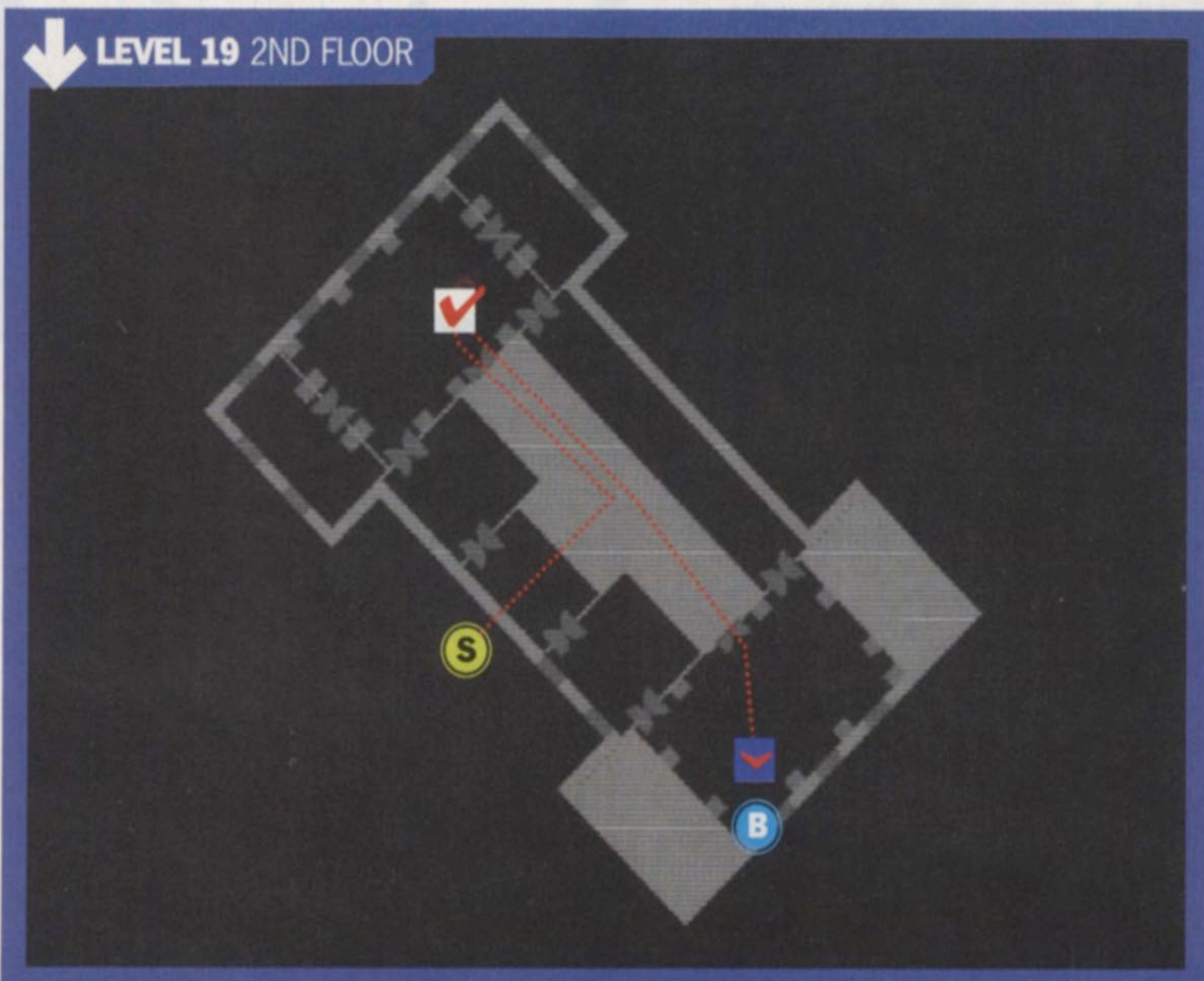


one at the top of the other stairs. Sneak in as there's an assassin looking out for you. Use your Fibre Wire to strangle him. After the cut-scene, retrace your steps all the way back to the subway to complete the level.

LEVEL 20: REDEMPTION

KILL EVERYONE EXCEPT VITTORIO.

There are guards everywhere. Run as fast as you can to the right down into the garden. Your shed is just ahead, so tool up with a Machine Gun and let all the poor saps following you eat the business end of it. Run back to the start area, killing the patrolling guards and go into the church. Run to the left and up the stairs. Kill everyone up there, take the Sniper Rifle and take out everyone on the lower level and opposite you. Now all you're left with is Sergei. Head to the confessional and shoot the heart.





CONFLICT: DESERT STORM

WALKTHROUGH

THE FACTS: GAME NAME **CONFLICT: DESERT STORM** ● PLAYERS 1-2 ● MEMORY CARD SPACE **330KB** ● DIFFICULTY **SPECIAL FORCES** ● COMPLETION TIME **TWO WEEKS**

CONFLICT: DESERT STORM

If only George Jnr and Tony could play this game...

FIRST AID

Follow our tutorial to military tactics and before long you'll be a human killing machine to rival the most brainwashed SAS squaddie...



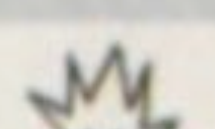
BEST PLAYED

Sitting in your kid brother's sand pit to give you that ultra-realistic sand in yer pants feel!

MAP KEY



HELICOPTER GUNSHIP



MINEFIELD

ROUTE TO TAKE



AMMO/EQUIPMENT

DEVIATION FROM ROUTE



IRAQI ARMOUR

DEVIATION FROM ROUTE



SURFACE-TO-AIR MISSILE (SAM)

MAG VIEW

"Deftly mixing gung-ho combat with stealthy dune-ducking, *Conflict: Desert Storm* gives PS2 shooters a superb spin."



GRAPHICS 08

SOUND 08

GAMEPLAY 09

LIFE SPAN 08

VERDICT

08

MISSION 1

Welcome to the Desert Storm theatre of war, soldiers. As members of the Elite Special Forces you may think you know all there is to know. However, you are here to be debriefed by the expert PS2 Tips squad, led by Captain Cheator, who has recently completed a 12-mission tour in the hottest war zone of all. His experiences provide a textbook example of the way a Special Forces war should be fought. Listen good. Captain Cheator is one of the original monkeys of war...

Following a botched attempt to blow a road bridge, Foley was captured by Iraqi infantry and the bridge remained intact. Your mission is to rescue Foley and blow the bridge.

After being dropped off at the landing zone, make your way forward to a position overseeing the first bridge. From here target the Iraqi guard

on the opposite bank and wait for two more guards to approach before neutralising them. Then proceed to their station to collect a very handy Medikit.

Ignore the intel tactical advice and enter the base through the main gate rather than approaching the river bank which gives the Iraqi guards a dangerous height advantage. Approach the base (see map, position A), neutralise the guard in the tower on the left with a precise single-fire shot. Now leopard-crawl to a position from where you can take out the bunker to the right of the gate with a Grenade. Lying prone using a door for cover (B), take out the guard on the roof of the building to the right across the bridge and then neutralise the multiple infantry targets as they approach your position.

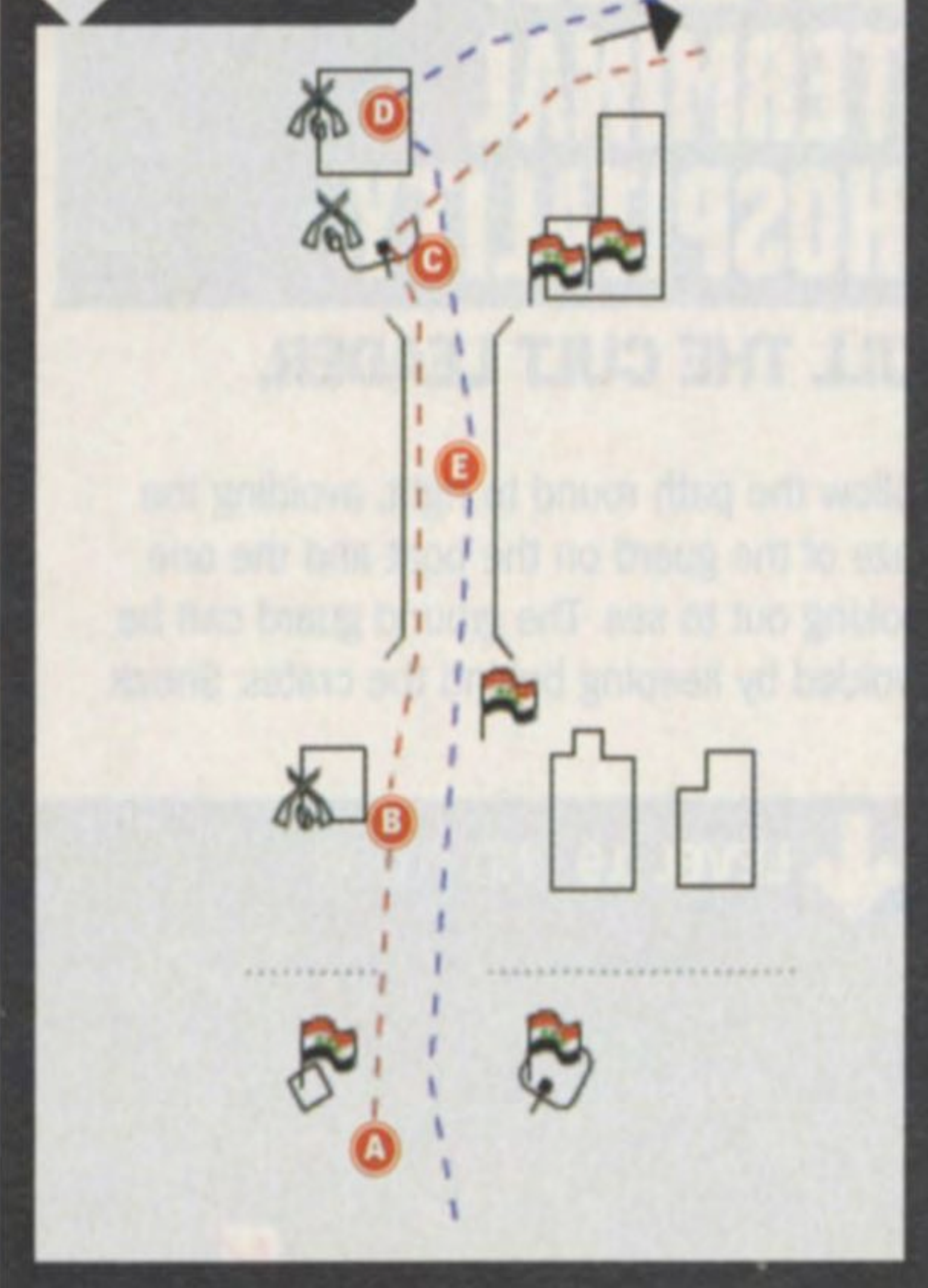
With a tank in the valley below, time your dash carefully across the bridge to avoid heavy Machine Gun fire. As you cross the bridge (C) the alarm sounds and guards begin pouring across the bridge. Use the fixed gun emplacement and take out the eight or nine infantry who approach. You'll have to have your wits about you because soldiers approach you from the left from the guard tower and from the road to the north. When the action dies down, collect the Rocket Launcher from the fixed gun's bunker (C), and make your way north east to rescue Foley.

As you round the corner you can just make out a guard behind some rocks in the distance. After taking him out another guard comes out from the cliffs near you to the right. Approach the building and you can make out the guard patrolling inside through the central window. Take him down with a precise shot. This will alert

Tank trap: There's nothing quite like explosions at night



MISSION 1



another guard who runs towards you from the right of the building – quickly neutralise him. A Helicopter will now attempt to leave the scene. Destroy it with the Rocket Launcher before it has a chance to get away.

Enter the building and free Foley using the keys on the desk, and collect a Medikit. Foley arms himself with the Sniper Rifle in the building, and collects a Medikit. Covering each other on either side of the canyons, make your way back to base.

With Foley covering you (D), enter the small building where his C4 kit has been stored and

BEAT THIS

WE ARE NOT IN THE HABIT OF SETTING EASY CHALLENGES AND THIS ONE IS NO EXCEPTION. CAN YOU

1. ANTI-TANK

Tanks have incredibly tough front and topside armour, which is highly resistant to Rocket attack. Always aim for the rear armour.

2. NOT SO TOUGH

All tanks have a blind spot at point blank range. If you are out of Anti-Tank Ammo, but still have some C4 you can use Smoke Grenades to blind the tank, then run and crawl right up to it. When the C4 is planted, use another Smoke Grenade if necessary to make good your escape.

3. COVER ME!

Always try to have a man covering the position you've come from. Normally a single sniper or rifleman can

handle this task – try to incorporate this into your tactical decisions. Move along in groups, with two of your squad manning a flank each, one man on point but making use of cover and one man in the rear. Ahem.

5. TAKING THE FLAK

Should you find yourself pinned down at any point in the game, it is imperative that you set up a crossfire by ordering a trooper to move out wide of your position. In a tight situation this might require a brave dash for cover or taking an alternative route. If you just grit your teeth and rely on a macho shoot-out with infantry forces, their superior numbers will eventually wear you down; keep

advancing at all costs or else you'll end up torn to shreds.

6. HOT KNIFE THROUGH IRAQI BUTTER

Bullets can travel through shrubbery, fences, even rocks and earth, and can save you a close encounter.

7. MEDIC!

Distribute your Health Packs wisely. Use one trooper to carry the bulk of the Medikits and keep him out of harm's way so that you can heal fallen comrades quickly and easily.

8. SOLID SNAKE EAT YOUR HEART OUT

Try to use stealth wherever the opportunity presents itself—use Silenced Guns or a

Knife to take out guards, keeping the element of surprise on your side, even if alarms are sounding.

9. FIRE IN THE HOLE!

Use Grenades whenever the opportunity presents itself. Smoke Grenades can help you to get out of a position where you are pinned down or caught in the open. Fragmentation Grenades can also be invaluable in confined spaces.

10. HIT THE DECK

It's good to get into the habit hitting the turf every time you come under fire, unless you are planning on making a sharp getaway. Hitting the floor minimises your target profile, making it harder for enemies to score a hit.

11. NOTHING CAN GO WRO-AIEEEEE!

As the extraction points are often lacking in the cover department, do not rush in to them, there may still be a nasty surprise in store. So make sure you have all the corners covered—just as you would normally. Then move in cautiously...

12. CONSERVE AMMO

Many missions in the game require you to keep one eye on the Ammo count. It helps to make use of the single shot capabilities of Rifles, as well as not wasting Ammo on targets that are miles away and not vital to your mission.

14. MORE IRAQIS

You will find on most maps

that there are points where Iraqis continue to stream out of one location – even a tiny little bunker. The only way to stop this is to storm the location and thoroughly investigate it. If it is happening in a corridor or street situation, the answer is to keep advancing between the bullets.

13. SHOOT! I'M OUT OF EXPLOSIVES

When out of C4 or Rockets, you can take out targets such as Missiles, SCUDs and even Gunships with high powered guns like the Sniper Rifle – normally three or four shots suffices for Missiles, and seven or eight for the Gunships. Also, Grenades are very effective at wrecking targets like computer rooms.

collect it. Make your way out onto the bridge and you will see a tank moving away from you. Stop it in its tracks with the LAW Anti-Tank Launcher. Now plant the C4 with Foley and move towards the main gate.

As you leave the main gate a couple of guards round the corner – take care of them while Foley takes out a couple approaching you from inside the compound. Now progress to the small bridge where you will come under fire from infantry on the cliffs above. These are easily neutralised and, covering behind constantly, make your way to the LZ. Now detonate the C4 and await extraction.

MISSION 2

With your squad already deployed around Kuwait, you receive a distress call from the Emir of Kuwait's armed attachment. You need to move fast to rescue the Emir and cut your way through the city to be safely evacuated.

Following an emergency signal from the Emir's attachment, you enter the city along the marked route. Beware of Iraqi infantry on the lefthand side of the street. Keep an eye out for an Iraqi infantryman on a first-floor walkway before meeting with the Emir. (A)

Leave the Emir in the marketplace temporarily, with Foley providing cover across the street. Cross the road and make for the archway, as shown on the map. Go through the archway, and quickly stow away two Rocket Launchers before hitting the deck (B) and taking out multiple Iraqi infantry moving down the main road. Immediately after this an Iraqi tank rounds the far corner of the road. Take it out with the aforementioned Rocket Launcher. Now move the Emir behind the car across the street (B) and bring up Foley to occupy your position.

Beware of a sniper at the end of the road on the right. Cross the street and move down the side-streets to the right. Enter the building (C), creep up on the guard and use a Silenced Pistol to the back of his head. Collect another Rocket Launcher before ordering the Emir to come to your position.

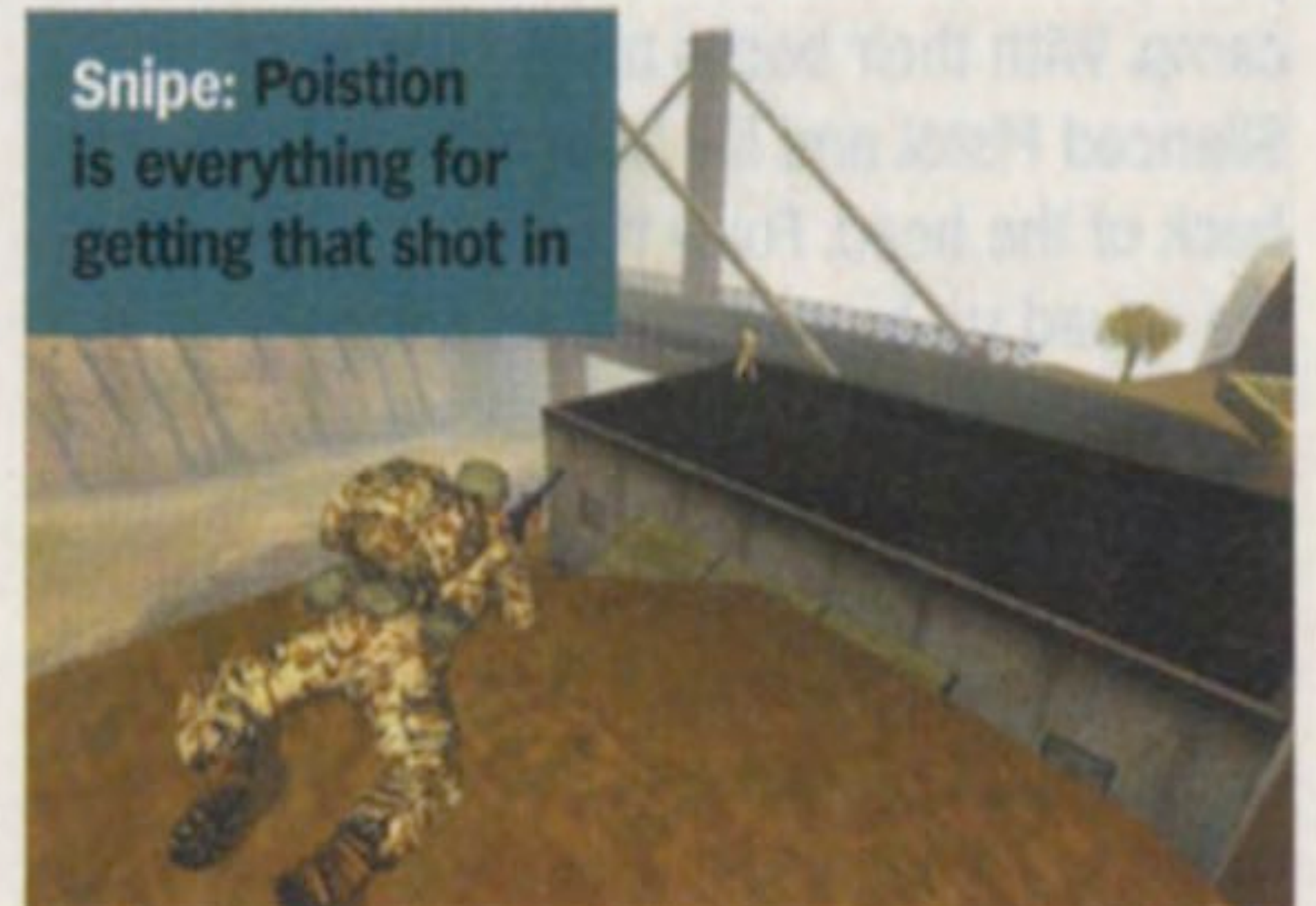
There's another sniping position across the plaza. Cross the open ground in a leopard crawl and enter the building (D). Again creep up on the sniper and neutralise him. Collect a Medikit and a Sniper Rifle with Ammo. While covering out of the window call the Emir to you, then soon after call Foley to your position to snipe from the window. Instruct the Emir to take cover in the corner of the room before you dispose of another Iraqi infantryman as you leave.

With Foley covering, cross the Plaza, start to approach Corporal Connors' position (F). Take out two soldiers to your left (E). Now join Connors on the opposite side of the street.

Use your newly acquired Rocket Launchers, to blast the tank while Connors disposes of the infantry. Now call the Emir to you, followed by Foley. Leave the Emir between the vehicles with Connors and Foley facing in opposite directions on the road (F).

Break cover to approach the freeway. Beware of a concealed rifleman (G), and a sniper on a building up ahead. Hit the deck before going up the steps to the flyover. At the top you'll realise a BMP tank is immediately next to your position (H). Wait for it to manoeuvre away before disabling it with a well-placed

Snipe: Position is everything for getting that shot in



Rocket between the rear tank tracks.

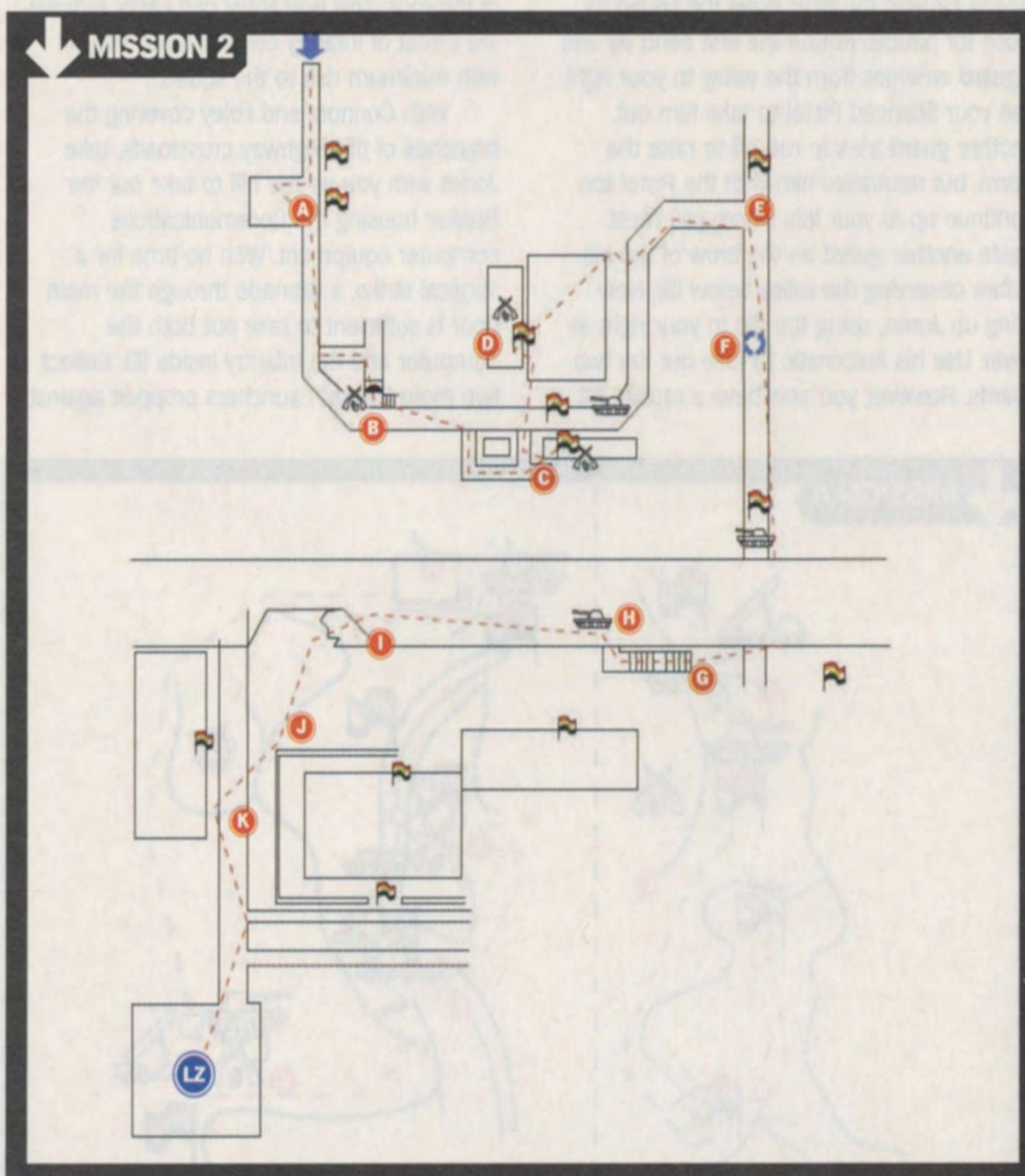
Advance along the freeway and take out one sniper in the buildings to the left and one in the building ahead with the Sniper Rifle. Now move further down the freeway and destroy the two cars being used by the enemy for cover. Now regroup and take up a position next to a car wreck on the edge of the collapsed portion of freeway (I).

Call Corporal Connors to take up a position next to yours and instruct the Emir to take cover between the vehicles. Now bring Foley forward to cover the rear of your position. With Connors covering and taking out onrushing Iraqi infantry from the front (K), break cover and dash to the wall ahead (J). Provide cover while Connors displaces (K), and order him to lie down. Now join Connors behind the car and call the Emir to come towards your position.

Move Connors to the corner of the street next to the Iraqi infantry compound, and call Foley up to your position. Evacuation time. The helicopter flies over you and touches down at the LZ. Move Foley to the LZ, then escort the Emir into the LZ, before ordering Connors to follow you. Mission over.

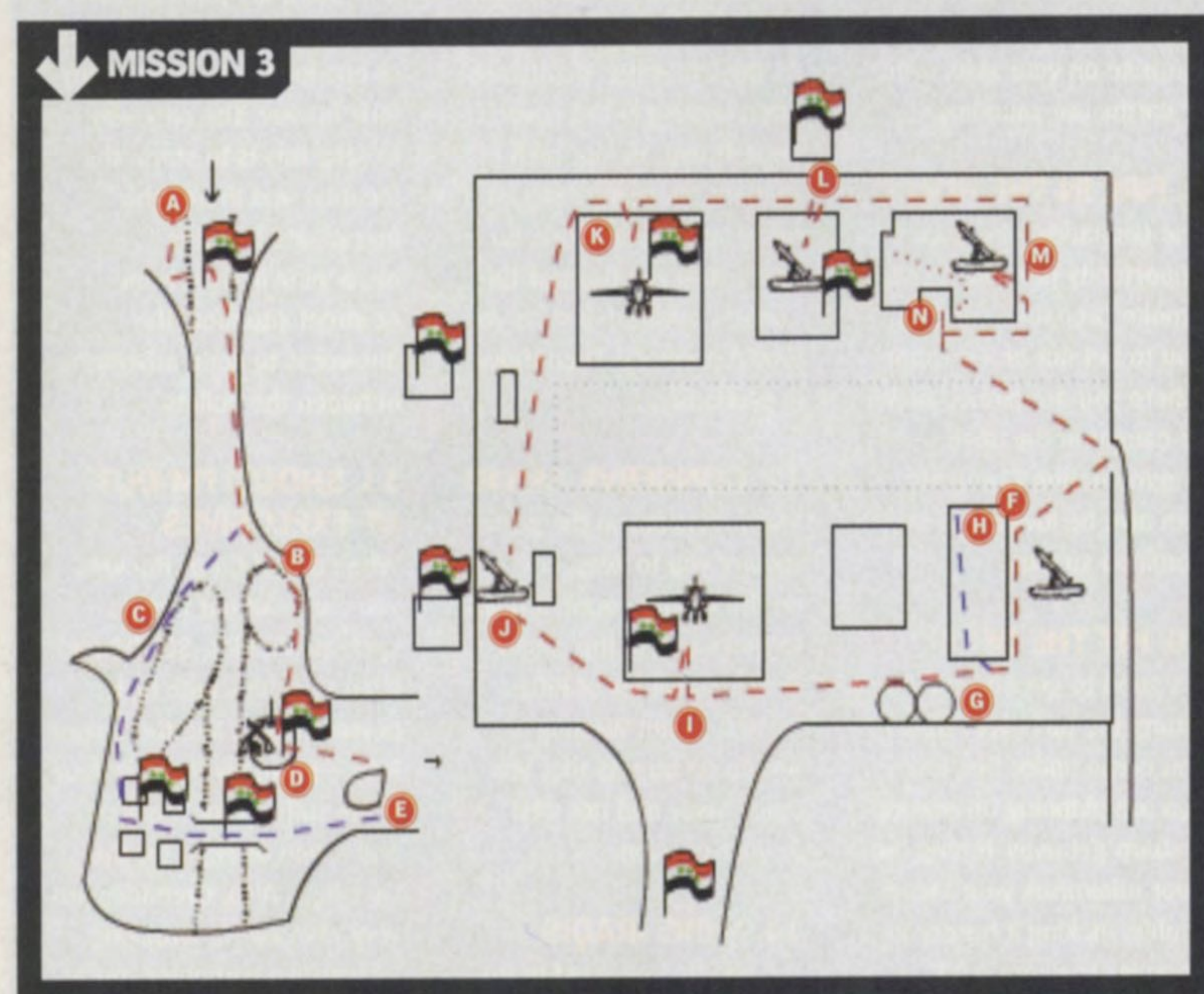
MISSION 3

Leave the squad at the drop off point, and run past a goat herd and down a dried river bed before moving up to the ground on the right before the canyon (A), awaiting any patrols. Sure enough, two Iraqi infantry walk towards



CONFLICT: DESERT STORM

WALKTHROUGH



your position and then stop to return to their camp. With their backs turned use your Silenced Pistol and kill both with a shot to the back of the head. Foley then brings the rest of the squad up to your position, taking care to stay out of sight of the gun emplacement at the end of the canyon.

One by one, send your squad leopard crawling down the canyon, staying out of sight of the gun emplacement. Send Foley first, taking the ground to the left (B) but staying out of sight. Then send Jones on the same route to join him, also staying out of sight for the time being. Now go next and take the high ground to the right (C), so that some of the camp is just visible, and stay low. Finally, move Connors up to join you. Move Foley and Jones over the brow of the hill they were on and use Foley to drop the soldier manning the gun emplacement. Issue the command to fire at will and in a very brief period of time the entire camp will be neutralised.

Wasting no time at all, send Foley to take up a position next to the gun emplacement while sending Jones inside to collect an AK47 and Ammo, and to man the fixed gun (D). Advance over the bridge with Connors and then take a position to the right in a gap in the rock (E). No sooner have you done this than a troop carrier will appear. Use Connors to destroy the truck with his LAW Launcher.

Press on, and enter the canyons, making sure that you cover each other in groups of two. Move Foley to the front to take out as many Iraqi infantry as possible without the alarm being raised. With him covering, move the rest of the squad up and take up positions in the rocks facing the main gate. Now proceed down the canyon south east of the main gate.

As you approach the fencing of the base, send Foley to take up a position on top of the mound that overlooks both the fencing and the narrow path which you will have to take to gain entry to the base. Use Foley to take out a guard on the other side of the fence. Send Jones up to the path with Foley shooting over his head at any approaching infantry. Move with Connors to join Jones before rounding the corner and making your way up the small embankment to take position in the dirt on the corners of the building directly in front of you (F). Bring Jones up to join you on the corner overlooking the runway to provide additional

fire-power. Now move Foley up providing covering fire and take up a position on top of the building you are next to (H). From there he can take out guards in all the towers as well as in the Control Tower before getting into position to take out any infantry approaching from across the runway.

With Connors covering, send Jones round the corner and place C4 between the tanks of the fuel dump (G). Move to join Jones, after Grenading the SAM position you were next to.

Leaving Foley still covering across the runway, take Jones and Connors to the first hanger (I). Connors provides cover down the small valley where multiple infantry targets emerge. Position yourself next to the hanger door while Jones opens it. Drop one target then throw in a Grenade which takes out another target to the left. Now move outside to cover Jones placing a C4 under the wing of the MIG.

Basically work your way clockwise around the base. Provide cover with Connors while Jones lays C4 directly under the Rocket of the next SAM (J). Now leg it at full speed until you round the corner to the next hanger (K) where Jones can blow the charge. Use Connors for cover again while you man the door. No troops are clearly visible upon opening, but a Grenade from Jones takes out a hidden guard to your left. Now proceed with Jones to lay a C4 charge and blow it as you leave the building.

Move to the next building which Foley confirms has a SAM on its roof (L). Provide cover with Jones while Connors uses one of his Grenades to take out the SAM. Now take the squad round the corner to the Control Tower building which has the last SAM on its roof as well as the SCUD data inside. Use Jones to C4 the last SAM (M) and give cover. Meanwhile, send Jones into the building to get the SCUD data (N). Creep round corners with Jones and shoot any enemies – just about every room and corridor he enters has infantry in it. Take the first door on Jones' left then take another left, neutralising a guard. Go down the corridor, past a lavatory, taking a left and kill a guard. Now take out the guard in the room off to the left before entering the computer room and killing two guards, retrieving the required disk from the table.

It's now time to pull back to the LZ extraction point. More infantry approach you



and give chase as you ran back down the gully – keep either Connors or Foley as a rearguard to prevent the Iraqi infantry gaining too much ground. Retrace your steps and keep a careful eye on the main gate as the Chinook touches down for your extraction.

MISSION 4

Iraq has amassed an arsenal of SCUD missiles, which they hope to use to destabilise the Middle East. As they are positioned so far behind enemy lines, it is up to you to disrupt and remove their capabilities as much as possible.

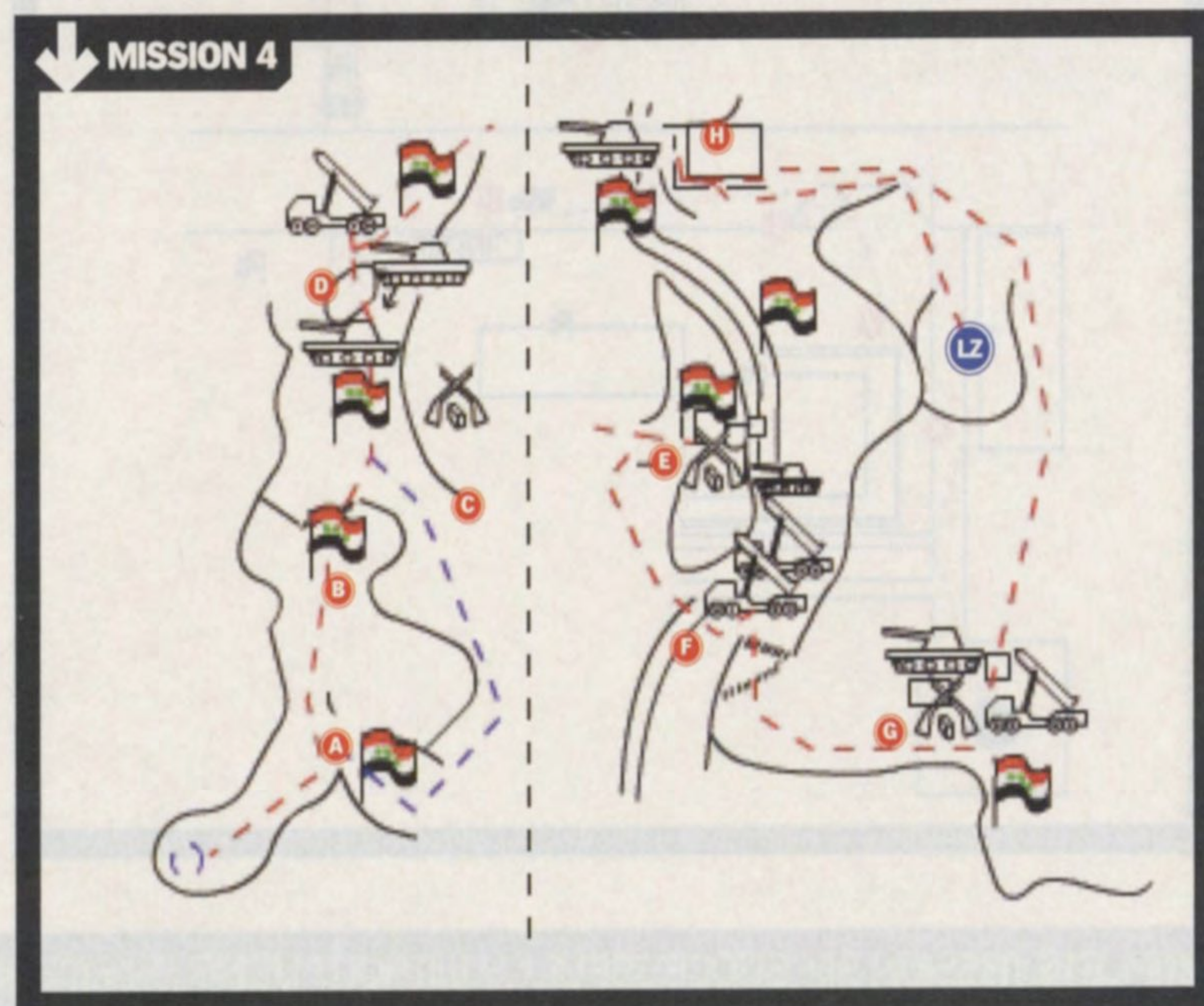
Having cleared the DOP, leave the squad to recce for patrols. Round the first bend (A) and a guard emerges from the valley to your right. Use your Silenced Pistol to take him out. Another guard tries to run off to raise the alarm, but neutralise him with the Pistol too. Continue up to your left, where you must waste another guard on the brow of the hill, before observing the valley below (B). Now bring up Jones, using the dip to your right as cover. Use his Automatic to take out the two guards. However, you now have a mobile AA

gun between you as the first SCUD becomes visible at the end of the valley.

Connors joins Jones in the small valley to your right and uses his LAW Anti-Tank Rocket Launcher to take out the first tank. Now advance Foley down the canyon, but there's another tank rounding the corner. Use Connors to take that tank out too. After taking out more infantry streaming down the valley, advance the squad to an elevated platform at the end of the valley, to provide Jones with cover while he takes out the SCUD launcher with C4.

Keep the whole squad to the right and advance up the winding route towards your main objectives, stopping briefly to collect an AK47 with Ammo and two Rocket Launchers. Keep Foley on the deck wide on the right, and the rest of the squad tight to the inside bend of the rock. This way Foley can easily remove the threat of infantry coming down the hill with minimum risk to the squad.

With Connors and Foley covering the branches of the Highway crossroads, take Jones with you up the hill to take out the Bunker housing the Communications computer equipment. With no time for a surgical strike, a Grenade through the main door is sufficient to take out both the computer and the infantry inside (E). Collect two more Rocket Launchers propped against



the wall overlooking the highway. Now you will catch sight of the convoy. Using your height to your advantage and you will manage to take out the tank at the front effectively halting the SCUDs completely.

Now gather the whole squad at the foot of the hill by the communications centre and navigate the valley to the highway. The highway is exposed to fire from the wide open space (below on the far side of it) so keep the squad close to the hill side, just far enough out to cover Jones (F). Use Connors to cover the direction you have just come from, while using Foley to aim down the road. Cover the route down to the plateau. Cover Jones as he lays C4 under the wheels of the two SCUDs. Take care to cover your back as the whole squad descends into the valley below.

Blow the C4 charges on the road behind you, and dodge the bullets coming your way. Make for the cliff wall to your right (G). Take out infantry rounding the corner as you lay on the ground to avoid the AA unit's fire. Take out the AA tank with a well placed Rocket before noticing that the SCUD launcher is readying for launch. With no time on your side, run out from cover and launch a Rocket to take out the SCUD unit.

After collecting the Rocket Ammo from the destroyed building, move up the plateau in search of support vehicles. As you near the end of the plateau you will come under fire from a well-defended building with a tank in close support. Move swiftly against the tank, with cover fire from the rest of the squad. It's only a short trip to the LZ extraction point from here.

MISSION 5

The SCUD threat had not passed and you are required to undertake a prolonged mission intended to limit the Iraqi's offensive options as much as possible.

PART ONE

The visibility is atrocious from start to finish on this mission thanks to a large dust storm. Ammunition is also at a premium since you have had to tackle two missions without

extraction. Move with Jones to take out an Iraqi patrol from the mound (A), then advance rapidly taking out another infantryman (B), before taking the valley to your right in search of your first target of the day. Move up to the barricade, eliminating the two soldiers (C). From here provide cover while Jones takes out a tank with a Mine (D). Bring the whole squad together into the Iraqi camp and provide cover while Jones uses C4 to destroy the first SCUD launcher (E). Raid supplies before moving on.

Move the squad through the second camp and then up a mound from where you must engage multiple infantry targets advancing on your position. Stay on the hill with Jones and move Connors to the right flank next to the cliff wall, and Foley to the left to a good defensive position. Leave Foley here for the rest of the mission to provide you with a clear and covered escape route.

Move Connors up to join you with Jones. Now crawl around the canyon corner. You will be faced not only with a set of buildings ideal for snipers, but also some Iraqi armour moving between them. Taking care to stay out of sight of the armour, fan off to the right, while moving Connors up on the left with Jones. Attempt to draw as much fire as possible, while Jones takes out the tank with a Mine (J).

Moving slowly among the buildings, move with Jones around the right, creating crossfire with Connors while Jones takes out the SCUD parked between the buildings (K) using C4. Now raid the weapons cache, taking two much needed Rocket Launchers, two AK47s, Medikits and a Sniper Rifle.

Continue your route, and you'll soon come across the last SCUD launcher. This time you will only encounter light resistance while Jones uses C4 on the vehicle. Rendezvous with Foley and make your exit.

PART TWO

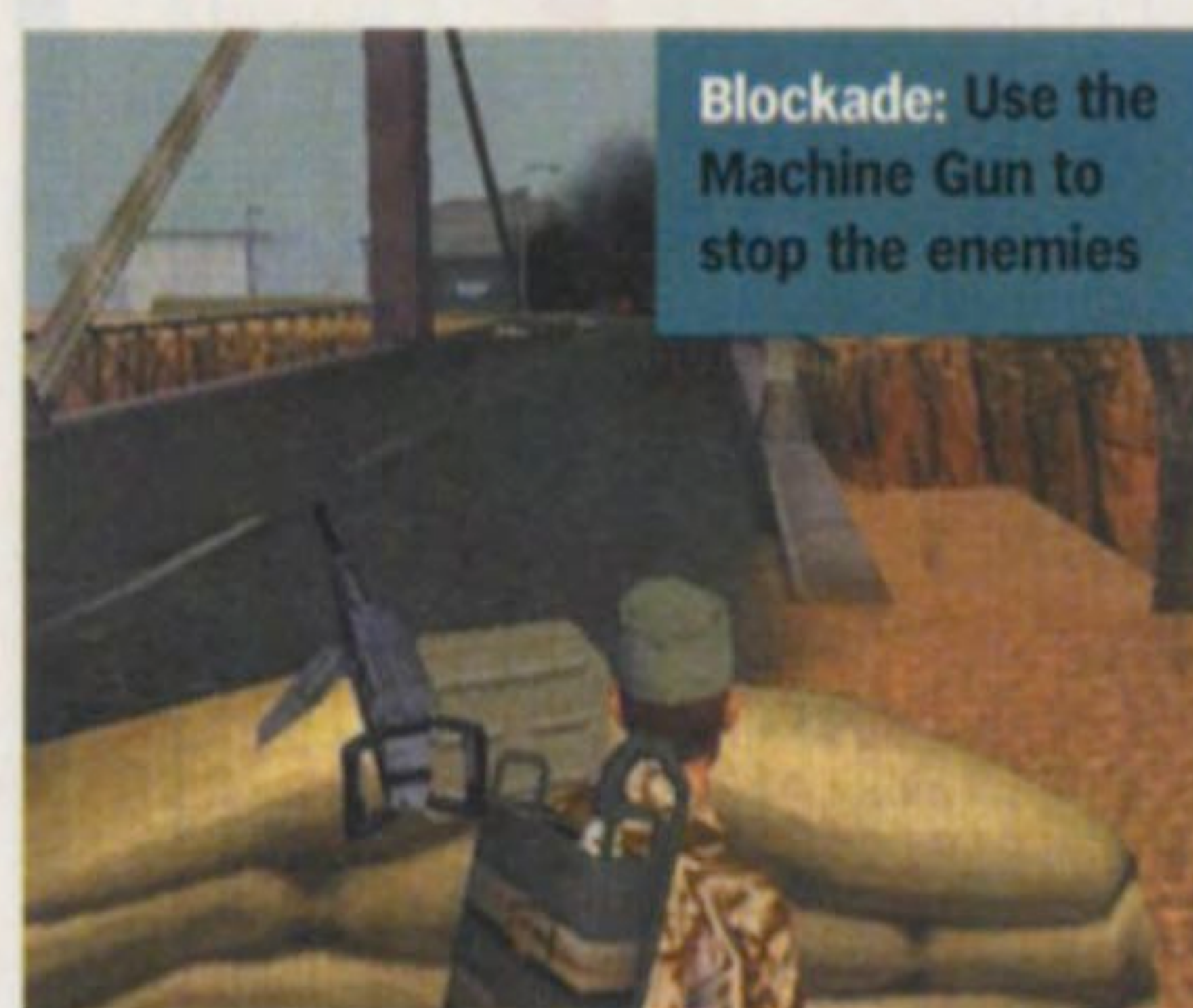
Move up to cover the valley immediately to your left, while sending Connors to overlap you, moving up the ridge to your right. From his elevated position, Connors is able to take out the tank in the valley below in one go by hitting the rear armour with a Rocket. Send Jones and Foley to join Connors on the ridge, with Foley eliminating a manned gun emplacement down the valley. You will now

have to hold your position and withstand an assault by a large number of infantry.

Leave Connors and Foley as cover, and take Jones to find a very large stash of weapons in the camp below including Machine Guns and Rocket Launchers, as well as some Anti-Aircraft Missiles. Now cover the dried up river bed to the left of the camp, while Jones takes out the SCUD launcher (C) with C4.

First move Foley and then Connors around the edge of the valley, sighting the next tank that stands in your way, as well as the next SCUD launcher. This enables you and Jones and to move up, but avoid the Iraqi armour. Send Connors to use two Rockets to take out the tank. Leave Connors and

MISSION 5 PART TWO



Foley to cover as you and Jones move up, with Jones taking out the second SCUD launcher with C4. Now convene the squad up on the ridge (D).

Send Foley to advance towards the next SCUD position alone, searching out the Helicopter Gunship you could hear in the area (F). Once spotted, several rounds from his Sniper Rifle aimed at the centre of the blades and the cockpit is enough to destroy the threat, which means that the SAMs you collected can be fired at the remaining SCUDs. Pull Foley back and take out the SCUD with an Anti-Aircraft Rocket.

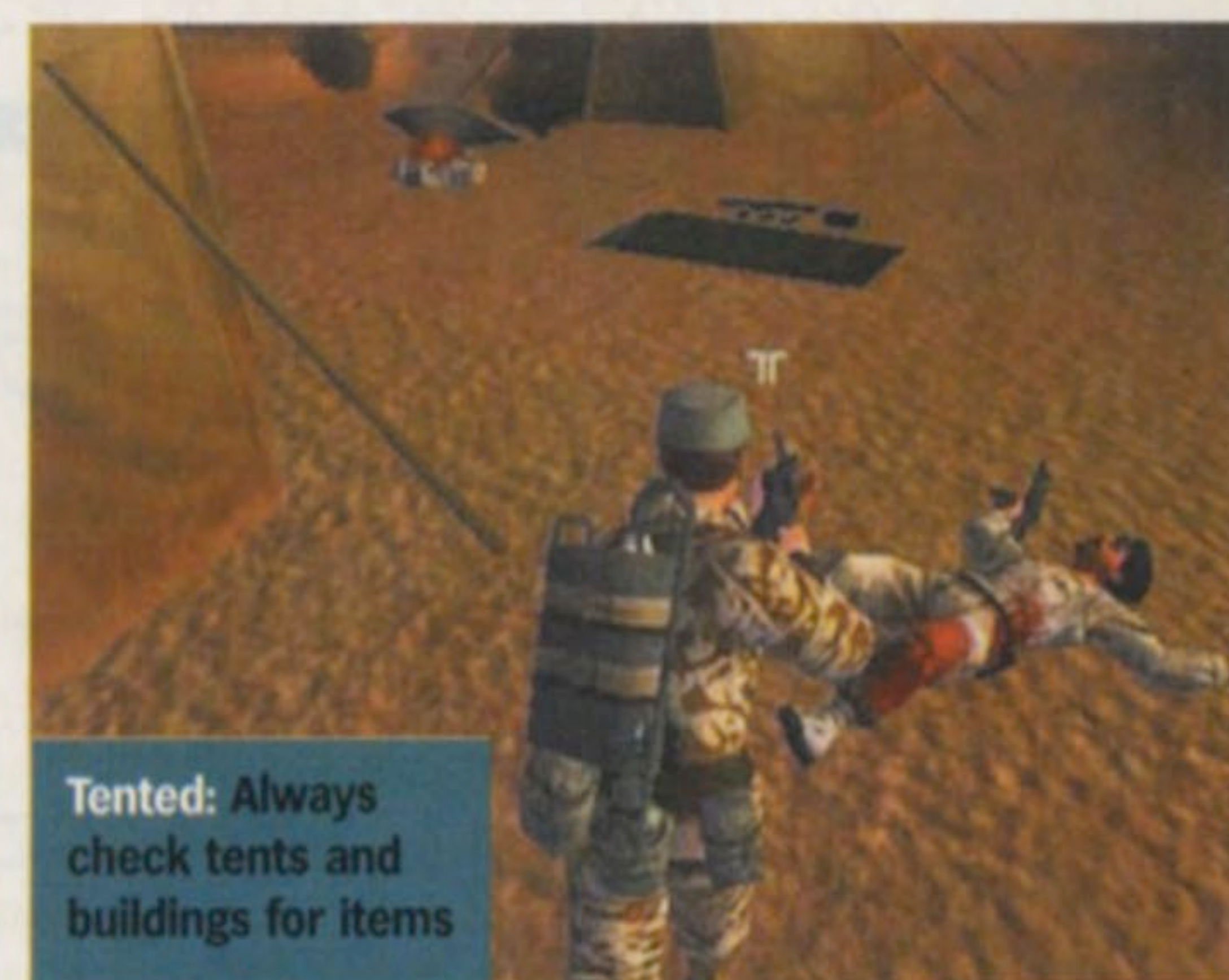
Advance further up the right of the valley until the next SCUD is in view. Moving quickly, fire a rocket into the rear of the Iraqi tank to your left - destroying it in one hit - before using the other Anti-Aircraft Rocket against the last remaining SCUD.

Take up a position with the entire squad facing the LZ, where a large number of infantry start to attack your position. Provide heavy covering fire while Jones proceeds to hit the deck and crawl up the incline. Once at the top he can attack the infantry as they leave their camp. Swiftly join him and await extraction.

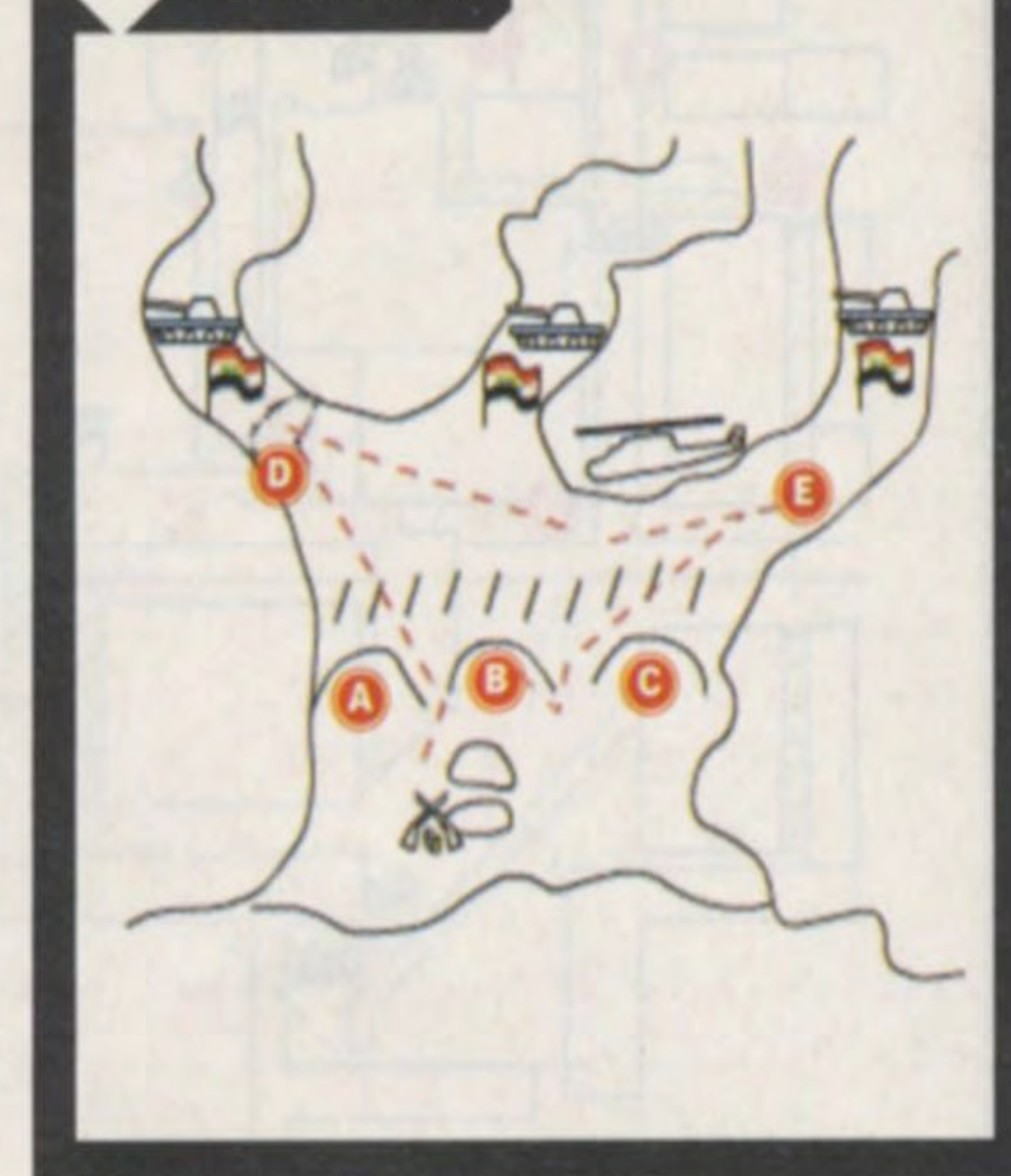
MISSION 6

A shoulder-launched SAM critically damages your helicopter transport and the pilot is forced to ditch the aircraft. While search and rescue are en route, the pillar of smoke from the crash site will have alerted Iraqi positions up to 20 miles away from where you are. As a result you should be prepared for the worst.

Shot down with a large Iraqi force approaching your position, you must act swiftly. Take the Anti-Aircraft SAMs, and Foley grabs three Anti-



MISSION 6



Tank Rockets. Take up a position to the left, crouched behind a wall (A). Send Connors to take up a similar stance in the centre (B) and Foley on the right flank (C). Provide cover fire, and send Jones to grab the remaining Ammo and Medikits, before running full tilt into the valley, laying Anti-Tank Mines in the left (D) and right (E) canyons before joining Connors.

You will come under fire from multiple infantry targets, and the first Iraqi armour will advance down the right-hand canyon. Since it misses the Anti-Tank Mine, use Foley to take it out with a LAW.

The next tank advances down the centre canyon and Jones can take it out as it rises up over a mound. All three positions will have to take out the advancing infantry. Another tank now advances down the left canyon. Take care to stay out of its way and it will stumble across Jones' mine.

More Iraqi armour heads your way, this time from the middle canyon, which Connors can take out with no problem. A Helicopter Gunship flies in over your positions and, as soon as it is stationary, Take it out with a SAM.

A tank begins firing on you from further down the left valley, perhaps weary of mines. Connors needs to use two rockets to take it out. Another Gunship flies in over the hills directly in front of you, which you will need to shoot down.

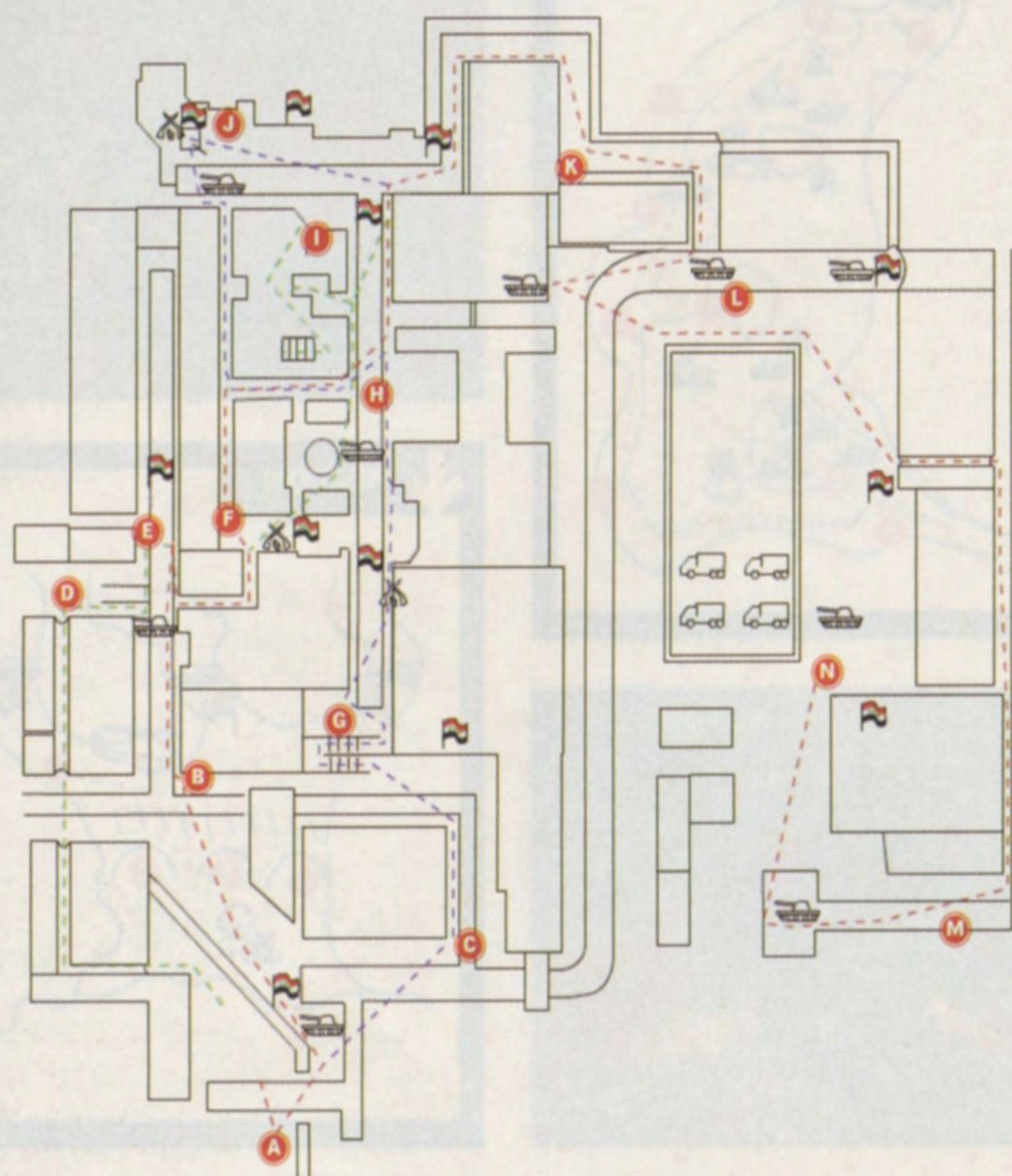
Large Iraqi armour now advances down the right canyon. Put Foley on the deck and out of harm's way, and use Connors and Jones to take out its infantry accompaniment. Just at the moment it turns its turret on the central bunker it will roll over Jones' other Anti-Tank Mine. Kaboom!!!!

Hold your position until the air crew are safely lifted out. Now fall back to the helicopter, before ordering the rest of the squad to do the same. Well done, you have made it out alive - no mean feat when faced with Saddam's 'might'.

CONFLICT: DESERT STORM

WALKTHROUGH

MISSION 7



MISSION 7

With Iraqis now pouring over the border into Saudi Arabia, it is down to you to stem the tide of the advance. Engage with the enemy in a small border town to limit the effectiveness of their armour.

Beware of the two approaching BMP tanks. Use Jones to cover the rear entrance through the market stall, with Foley acting as cover. Face the main entrance to the courtyard (A), and use Connors to disable a tank with his LAW Rockets, before you take out a large number of attacking infantry.

Eliminate the first wave before crossing the street. Move up to the left (B), send Connors to the right (C), and eliminate the two snipers at the end of the street.

Move Jones and Foley up the passage ways that run behind the streets, and eliminate the infantryman. As they near the street, and the location of the second BMP, hit the deck (D). With Foley providing cover, use Jones to throw Smoke Grenades to allow him to lay C4 under the tank. Join Foley and Jones (E), and, lying prone, take out the large number of infantry approaching your position down the street. Send Jones creeping up the steps. Take out an Iraqi guard to your right using your Pistol so as not to raise any alarm. Collect the Rocket Launcher he was guarding.

Now move Foley up to your position. Use Jones' Rocket Launcher to take out the tank in the small plaza, while covering the alley round to the left. Bring Jones up to join you while Foley covers for any advancing infantry. Move with Jones along the alleys, taking out an Iraqi

on the roof and creating a crossfire with Foley. Take out the Iraqi armour at the end of the alley with a Rocket.

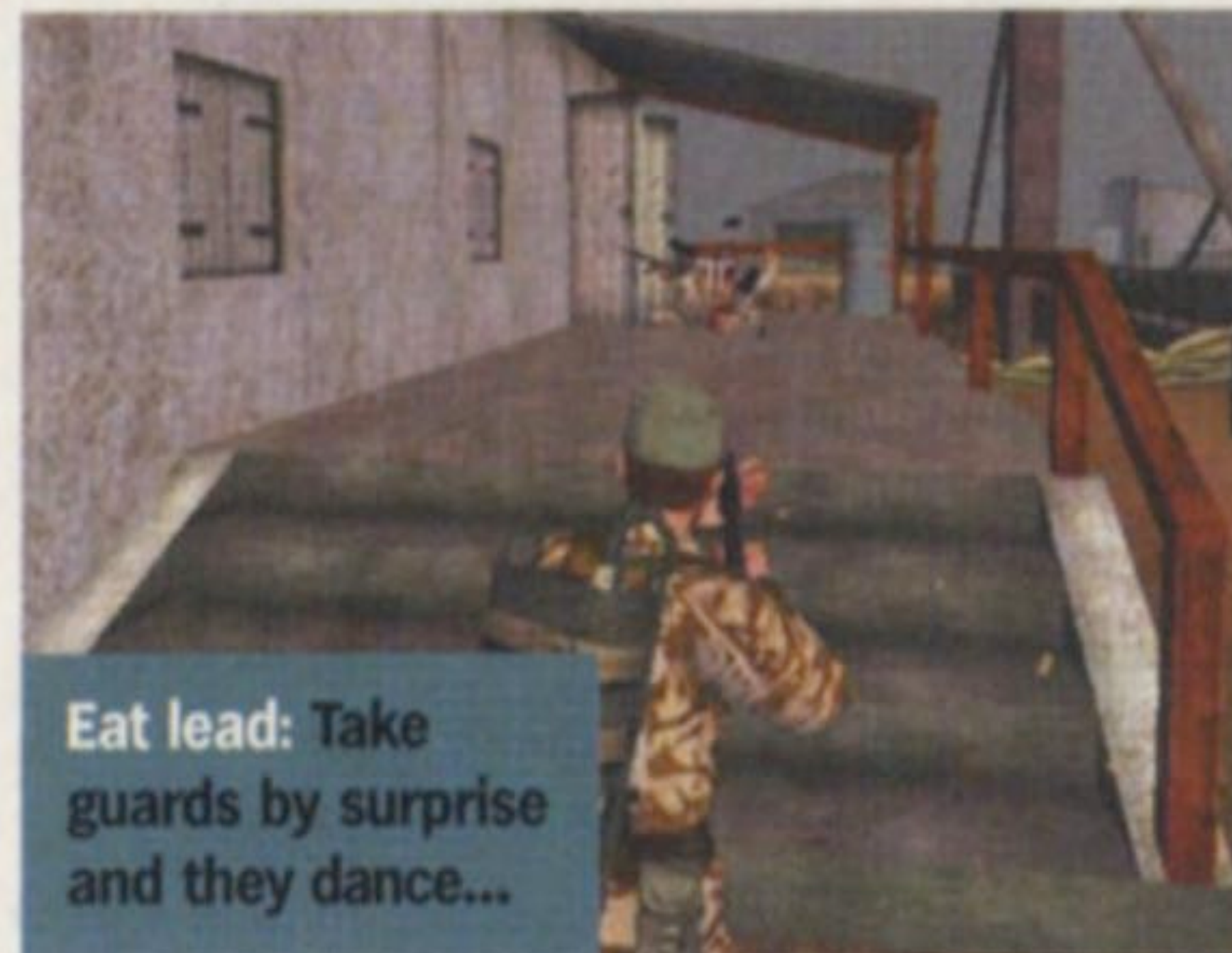
Bring Connors up. Having climbed some steps he is faced with two Iraqi infantrymen at the end of the street – remove them. Collect the two Rocket Launchers before moving up across the street from Foley. Foley and Connors are now taking heavy fire and repelling large numbers of infantry, moving up between waves. Switch Jones and Connors' positions (H), so you can take out the BMP at the end of the Alley.

Send Foley into the building to his left and, moving up to the roof, use his Sniper Rifle to clear a sniper in the building ahead. Move slowly to the edge of the building and take out the Iraqi on the gun emplacement to the left. Move Connors up to take the gun emplacement, capturing a haul of Medikits, an AK47 and several Grenades.

You will now be informed of MLRS support being available, and waste no time in using it on an Iraqi tank in the Plaza at the end of the alley (K).

Following the explosion, a wave of infantry tries to storm the alley you are in, but thanks to your strong defensive positions you should repel them easily. Another tank moves to the end of the alley, which Connors can take out with a Rocket. Another tank is dug into a building to the right.

Move Foley and Jones through the passage to provide a new firing angle onto the Plaza, and to more easily assess the threat posed by the dug-in tank. Use Connors to throw Smoke Grenades before sending in Jones with C4. Now sprint across the Plaza to join him.



Eat lead: Take guards by surprise and they dance...

Take out large numbers of infantry as you go, with cover coming from Foley and Connors, Jones. Now creep your way across the plaza, until (L) you can make out another BMP tank. Call in the MLRS again to neutralise the tank and all the troop transports in the centre of the Plaza. Now move up Foley and Connors to join you.

Leave Foley and Connors in the alleyway, creep through the small winding streets with Jones until you can make out the sound of Iraqi armour. Round the corner (M) to see another tank moving over the incline. Take it out with the last MLRS strike. You now only need to eliminate one sniper to complete your objectives. Well done, it was a tough mission but you've made it through to strike yet another blow against Saddam Hussain and his forces.

MISSION 8

With the tide turning in the conflict, increased air superiority is paramount. Again you must move against Iraqi air defences.

Use Foley's Sniper Rifle to dispose of the

Gunship. An Iraqi tank rounds the corner – use Connors to take it out with the Truck-Mounted Rockets. Use Jones as a spotter while sending Foley to man the Machine Gun. Another tank approaches your position (B) which Connors must deal with before firing a rocket at each of the SAMs.

Infantry attacks down the valley as you slowly advance under the bridge, where there are ambushes lying in wait for you (C). Yet another tank rounds the corner to the left which Connors must deal with swiftly.

Halt the Jeep while Jones takes the path up to the right (D). Crouch and take out the gun turret guard with a Silenced Pistol shot to the back of the head before proceeding to take out the guard in the other turret, and a Missile across the valley.

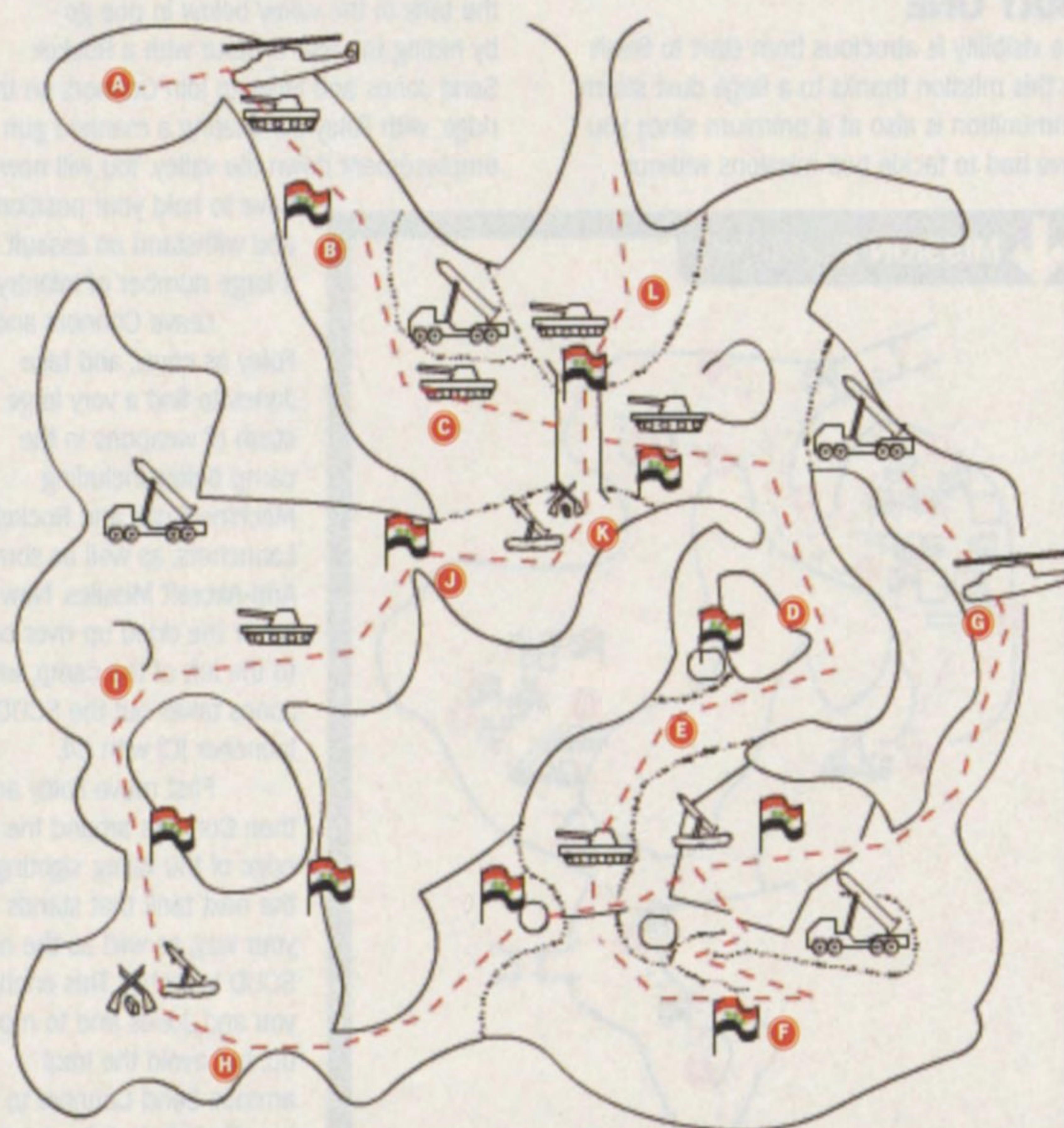
Blast the tank with the last of the Jeep's Rockets and then set out on foot (F). As you approach the side of the small base, guards come streaming down the hill – take some out on their way down, neutralise the others as they round the bend.

Set about taking out the infantry in the camp and the guard manning the gun emplacement. Send Jones with C4 to blow up the control for the SAM site and Foley to destroy the Missiles with his Sniper Rifle. Jones and Foley must proceed to leave the base via the front entrance, with Jones using C4 to lay waste to another mobile SAM unit en route.

Jones and Foley come under attack from a Helicopter Gunship (G). Send Foley to attack it with his Sniper Rifle before providing cover while Jones uses C4 on the mobile SAM at the end of the valley.

Cross the rope bridge as a full squad. Using the natural terrain to the left, you are in a good position to take out any infantry approaching from either valley. With the others covering, enter the bunker and collect a

MISSION 8



Rocket Launcher, some Medikits and a Sniper Rifle with Ammo. Send Jones to lay C4 on the main controller for the SAM site, while you shoot the Missiles in turn.

Taking the valley to the left, advance as a squad into the next open area. Use Connors to destroy the BMP tank further down the valley first, then provide cover while Jones uses C4 on the last mobile SAM (I).

While covered, use Foley to shoot the remaining two Missiles with his Sniper Rifle. Now move him to the far side of the bridge to attack the oncoming infantry. Man the fixed gun with Connors and collect the two Rocket Launchers. After hitting the deck crawl forward to the next line of sandbags to shoot the tank. Now cross the bridge and use the mounds to the right to laser the bridge for the Tornado.

MISSION 9

Allied forces are on a roll, but a bottleneck threatens your progress. We have to break through the canyon to prevent the column from being delayed any further.

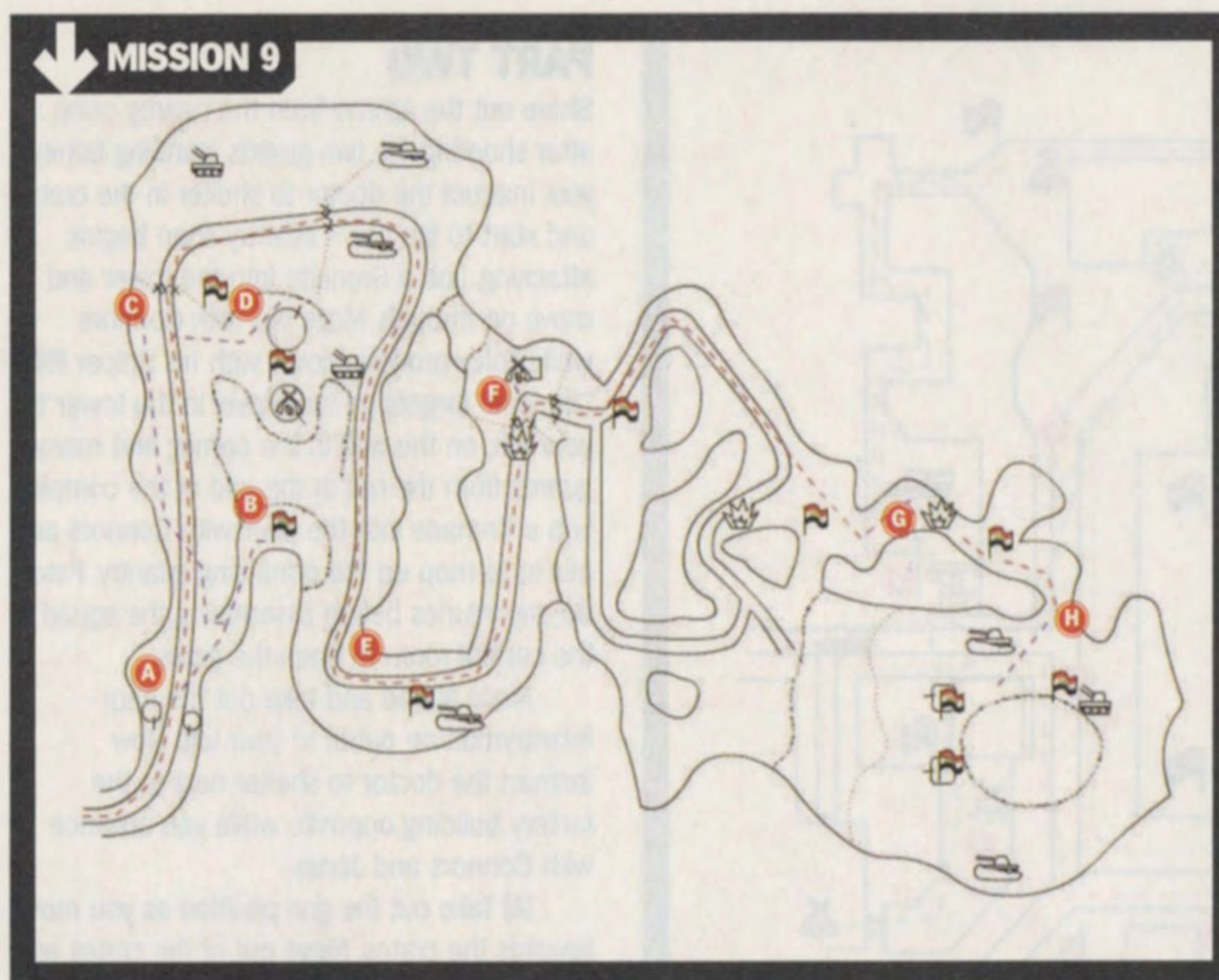
You immediately take fire from two gun positions and some infantry up on the hill to your right. With all targets down, move Connors and Foley up the hill to your right (A); from there Foley can take out the manned gun position directly ahead and carefully snipe ahead of the Bradley tank. Then take out the anti-aircraft unit with one of Connors' LAW Rockets (B).

Rejoin Foley and Connors at the base of the hill and crawl forward until you take heavy fire from behind the barricades (C). After neutralising the threat, take out the anti-aircraft position with a LAW. Leave Connors in position to draw fire and provide cover while you and Foley move up the hill to your right. From there call in airstrikes on both dug-in tanks.

With the route now clear, Jones can bring the tank up, stopping once to collect a Rocket and an AK47 from the gun position Foley cleared. Now proceed to lay C4 on the anti-tank barricades. Get everyone onboard for the next stretch.

As you round the bend (E) take out another dug-in tank using the Bradley Rockets, and move on. Taking fire from infantry on the hill above to your right, you might miss a set of Mines in front of the next tank trap. While receiving cover from the tank, take out the mines with a Grenade. Now fan out with Foley and, with Connors mounting the gun on the Bradley to provide cover, while Jones lays C4 on both of the tank traps. With everyone clear, blow the charges. Before moving on, raid a small ammo cache, picking up a Rocket Launcher, some Medikits and an AK47.

After meeting token resistance along the



way, take the left fork at the top of the hill and proceed down the left flank of the open plain visible from the intel map. Another minefield bars your way – one Grenade solves it.

Enter the wide plain and you clearly have the upper hand. Make sure to stay out of sight of the dug-in tanks, and lay down covering fire from the Machine Gun on the tank. Take out an anti-aircraft unit across the plain with Jones. Now crawl forward to where you can just make out the first tank position, and call in an airstrike. Push the tank forward a little to provide better cover and order a strike on the second tank position, completing all of your mission objectives.

MISSION 10

Your first action in Baghdad itself. You are tasked with rescuing POWs held in a secure compound within the city itself.

Move Jones up onto the overpass, taking out one Iraqi, and grabbing a Rocket Launcher from his position. Bring Foley up to join him and take out the Iraqis on the gun positions in the rough area of land beside the main road, and the Iraqi guard on the footbridge.

Take Connors and Jones towards the motorway, taking out a couple of infantry on your way. Move up to the footbridge, where Connors can eliminate another Iraqi gunnery position. Now put Foley in position on the footbridge. Make a wider firing angle by moving Connors to the left, and take Jones up the inside. You are now faced with several waves of Iraqi infantry attacking down the steps to the right (B). Between waves move up and throw Fragmentation and then Smoke Grenades up the steps so you can advance to the top.

Upon entering the building, two guards use an overturned table as cover. After killing them, creep around eliminating guards quickly as you go. Move Foley and Jones to the upper floor, while taking Connors to secure the door to the outside. Use Foley to take out the guards in the towers across the wasteland between you and the compound. Use Jones to take out an APC in the left-hand compound entrance with his Rocket Launcher.

As you move towards the doorway you

will start taking fire from several Iraqis. To move forward use Smoke Grenades, taking out targets as you go. As you make your way through the second building and towards the compound (D) you can hear more Iraqi armour outside. Keeping low, edge Connors out and take out the tank with a well placed Rocket to the rear. With Foley still covering, advance across the wasteland.

Enter the base and head for the compound's centre. As you creep towards the inner wall take out the guards in the right-hand tower with Jones. Move against the guard hut (F), with Connors taking and using the Light Machine Gun inside.

Proceed to take out the infantry in the next guard hut (G). As you go inside the first POW enclosure (H), slowly creep from room to room, aiming carefully and taking out infantry targets swiftly. The room housing your first POW is guarded by three infantrymen. Inside the POW's cell room there is more Automatic Ammo for Connors, and some Medikits. Free the POW and follow him back to the first compound.

Sneak into the POW cell building leaving Jones and Connors outside. There's only one

guard in the first cell, collect more Ammo and free the POW. Jones and Connors eliminate a couple of infantry, and then send the POW on his way. Now proceed to the next building, taking out the solitary guard through the window, collect more ammo and free the prisoner.

With Connors protecting the POWs (who are waiting for your signal) (I), retrace your steps with Jones, taking out one infantryman as you go. Use Foley and Jones for covering fire while you follow the route back to the collection point, stopping short of the steps in a good defensive position (J). Now move Foley and Jones down the passage by the block between the main building and the wasteland.

Make Connors signal the POWs to move out before rejoining you. Order Foley and Jones to run with the POWs so as to provide maximum cover. You'll encounter two Iraqi infantry near the bottom steps. Now it's simply a matter of covering your backs as the squad and the POWs climb the steps and board the truck for your ride out of Baghdad.

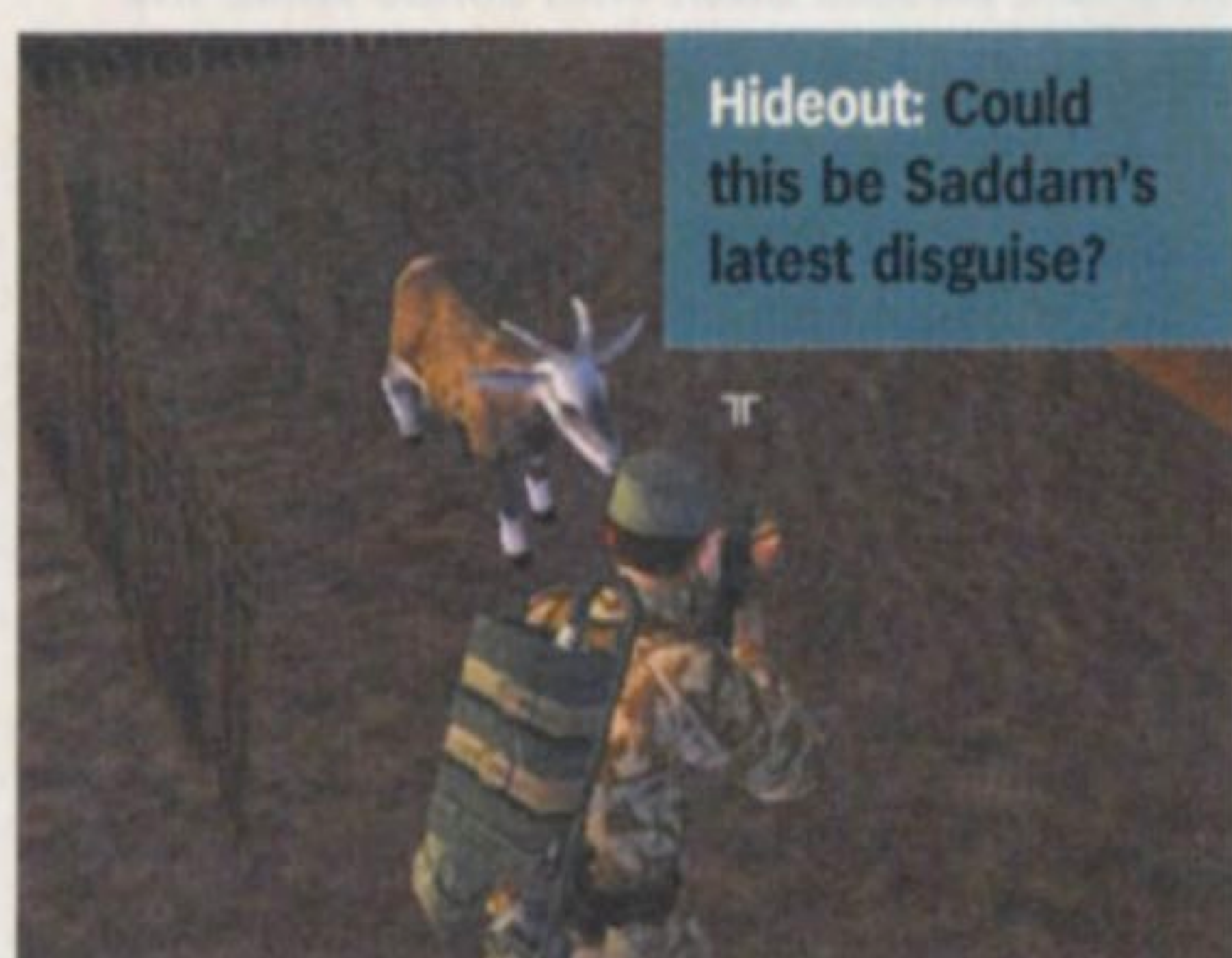
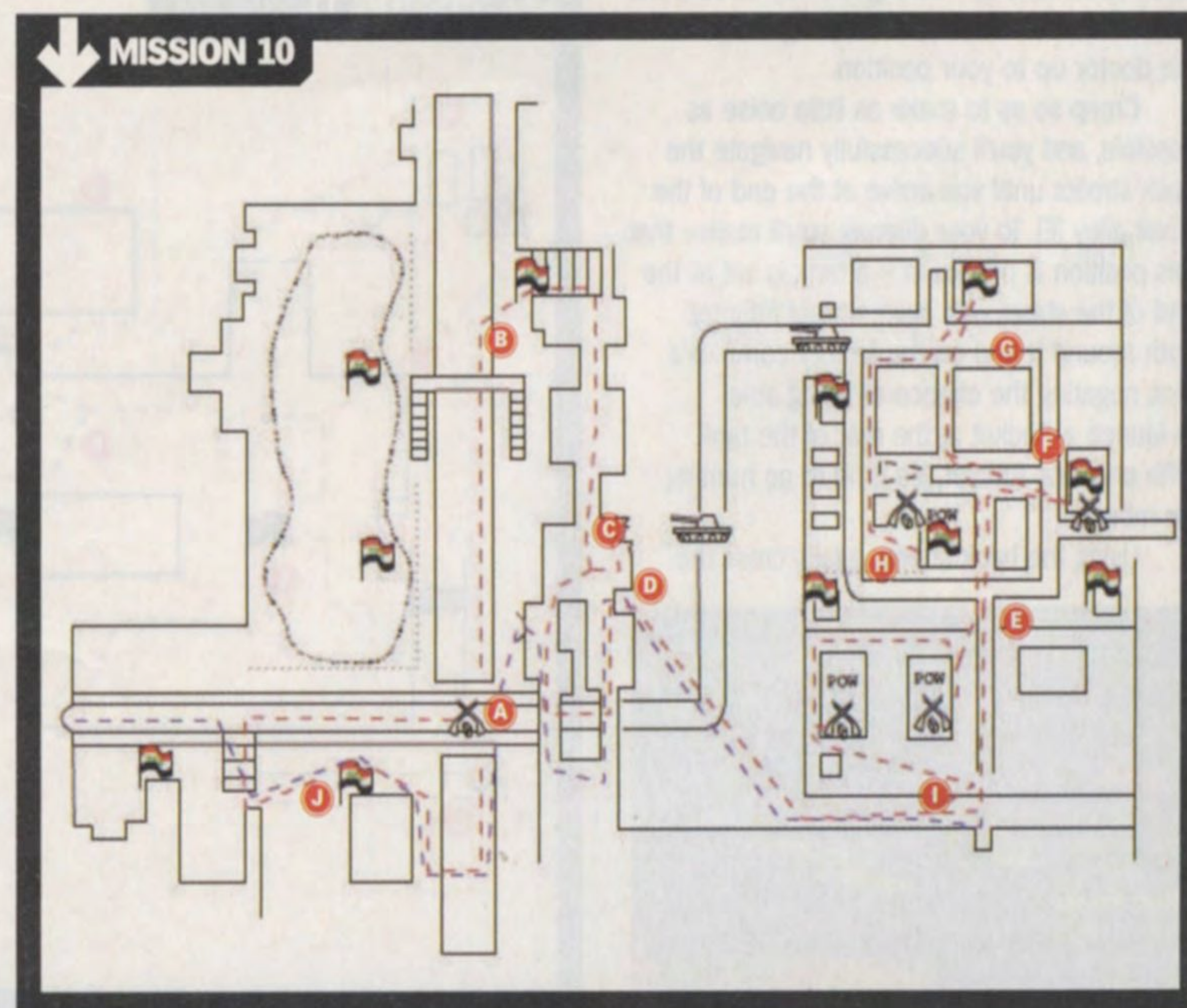
MISSION 11

Allied commanders are growing increasingly alarmed at the potential of an Iraqi super-weapon, perhaps with nuclear capability. With the weapon potentially ready for use, you are sent in as a rapid response with a bomb specialist, Dr Franklin. You have to first penetrate the base through the city, then locate and diffuse the weapon.

PART ONE

Hold your position to allow a patrol to move past you before taking them down from behind. Leave the doctor behind with the truck for now. Edge out onto the road with Foley, Connors. Listen for the sound of armour in your vicinity. You will soon make out the telltale noise of a tank on the main road ahead (A), which Connors can dispose of quickly. Search the small compound to your right, finding Medikits and a Rocket Launcher.

Move Foley across the street, with everyone on the ground. Gradually inch up

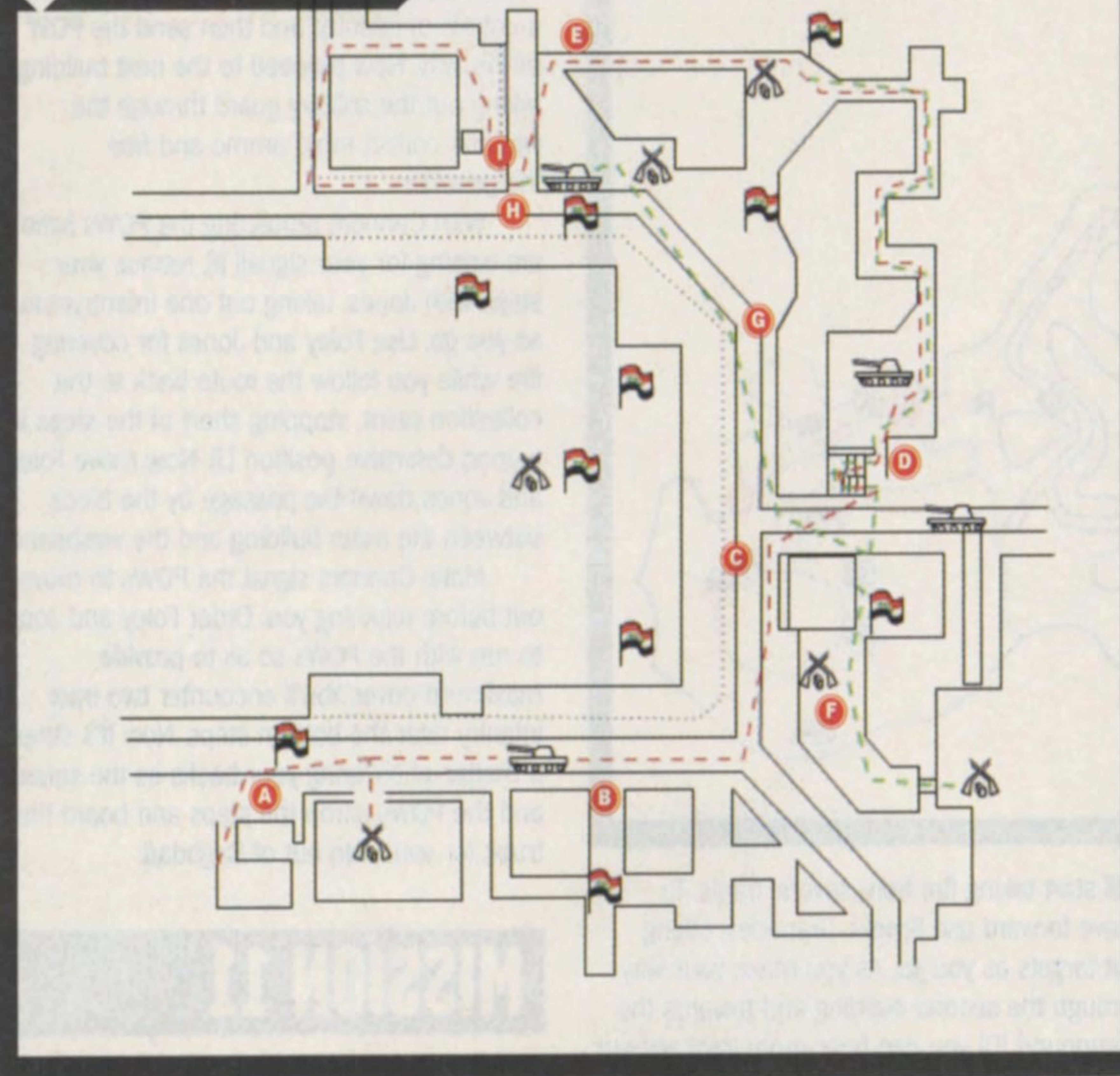


Hideout: Could this be Saddam's latest disguise?

CONFLICT: DESERT STORM

WALKTHROUGH

MISSION 11 PART ONE



the main street, taking heavy fire from infantry further down. With Connors and Foley covering the street, go around the back alleys, mopping up infantry before rejoining the squad on the road (B). Now order the doctor to hide in the backstreets. Provide cover from opposite sides of the road and take it in turns to move up, edging further forward (C).

The area ahead seems to be too open, plus we can hear armour in the near vicinity. Provide cover with Foley while Connors spots an Iraqi tank in the side-street to your right. So, using a Smoke Grenade first, Send Connors to take it out with a LAW, and then proceed to take out the two infantrymen. Now take the steps up from the street as it provides a better route. Call the doctor move up to Connors' position on the steps.

In the small open area above the steps a tank is on patrol which Connors can take out with his last Rocket. Join him at the top of the steps to remove on-rushing infantry. Secure the route ahead a little way, then bring Foley and the doctor up to your position.

Creep so as to make as little noise as possible, and you'll successfully navigate the back streets until you arrive at the end of the small alley (E). To your dismay, you'll realise that this position is pinned in – a tank is sat at the end of the street with several Iraqi infantry both around it and on the factory complex's roof, negating the chance of being able to launch a Rocket at the rear of the tank. With only one Rocket, it's time to go hunting for more.

Using the back streets again, cross the

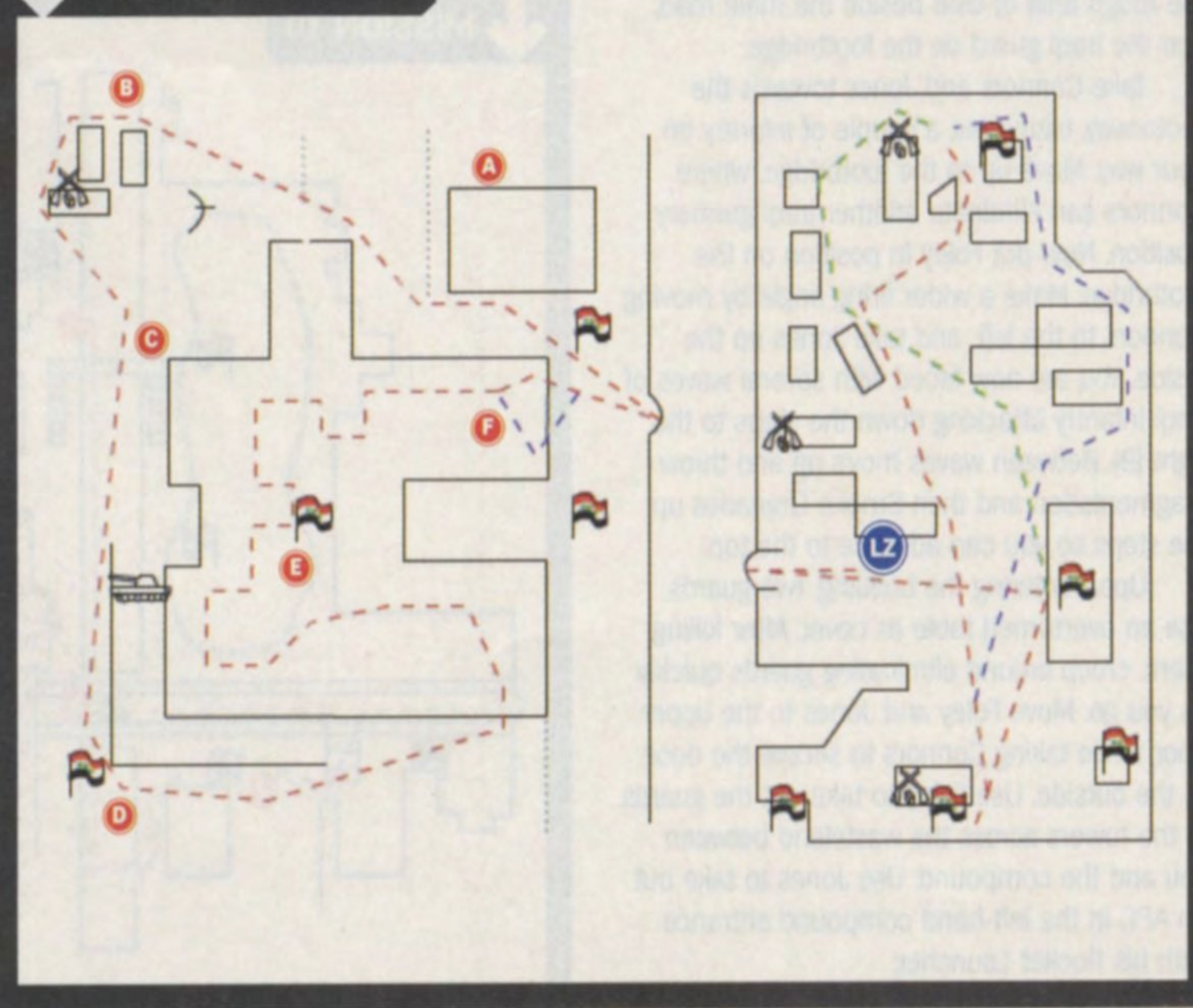


road where you took the steps up, and you'll find some doors which open inside the passageway opposite. Creep up to the roof (F), and take out the two guards before proceeding to use the walkways to find not only a Sniper Rifle and Ammo, but two Rockets, an AK47 and some Medikits.

To create a better firing angle make your way back to the main street, and crawl up to the corner of the chain link fence (G). Once there fire all three Rockets to successfully destroy the tank. You will start to come under fire from Iraqi infantry, so send Connors and Foley round the corner, creating a highly effective crossfire.

Reconvene the squad at the end of the little alley (H) and then make your way to the sewer entrance (I), watching for any remaining infantry at all times. Keep your trigger finger ready to take them out.

MISSION 11 PART TWO



PART TWO

Share out the Ammo from the nearby crate after shooting the two guards standing behind you. Instruct the doctor to shelter in the crate, and start to fan out – infantry soon begins attacking. Lob a Grenade into the tower and move on through. Move out with Connors while Foley provides cover with his Sniper Rifle. Eliminate targets on the move: in the tower to your left, on the wall in the corner, and many guards from the hut at the end of the complex. Lob a Grenade into the door with Connors and pile in to mop up the remaining infantry. Patch up any injuries before assembling the squad in the control room to open the gates.

Move ahead and take out the Iraqi infantryman on patrol to your left. Now instruct the doctor to shelter next to the factory building opposite while you advance with Connors and Jones.

(A) Take out the gun position as you move towards the crates. Move out of the crates and throw a Grenade at the vehicles to your right to push back the onrushing Iraqis. Then, with Foley and Connors covering (C), destroy the tank in the ditch. Killing all infantry, advance (D) and call the doc, who must stay safely hidden between the crates.

Move all three of you towards the door to the factory, shooting two infantrymen on the way. More infantrymen need shooting as you edge inside, including one Iraqi well concealed among the crates. Use Connors to grenade the next door to be on the safe side. Move Foley into the room to the right and call the doctor to his position, collecting the AK47 and Medikits on his way.

Now creep along with Connors. You'll encounter infantry all the way (E), at one stage coming under fire from one huge group. Get Connors to grenade the first wave; making sure to keep pushing forward as more troops arrive. Patched your wounds and move on.

With Connors covering, go down the gantry steps to the right to recover the stash of weapons-grade plutonium. Now proceed to creep through the remaining rooms, sweeping all Iraqi infantry out. When recovered and reloaded call the doctor and Foley to your

new position to start the mission's final phase.

Let the Doctor start work on the warhead, and position yourself as the factory doors open. Let Connors take the right with his Machine Gun, while taking the left with Connors to create a crossfire (F).

Cover the doctor successfully and you'll need to make your escape across the courtyard. Move outside the doors with Connors and face the opposite way to where you have previously been firing, using Grenades where possible. Foley and the Doctor can sprint across the courtyard. Follow between the brief breaks in fire. Light the signal flare as you reach the first enclosure again, and the



evacuation helicopter soon arrives. Well done, you've successfully kept the doctor alive which is no mean feat!

MISSION 12

With the Iraqis retreating on all fronts, your forces are deployed to try and prevent those in charge of the Iraqi armies escaping. We are tasked with ensuring that General Aziz never leaves his fortress hideaway.

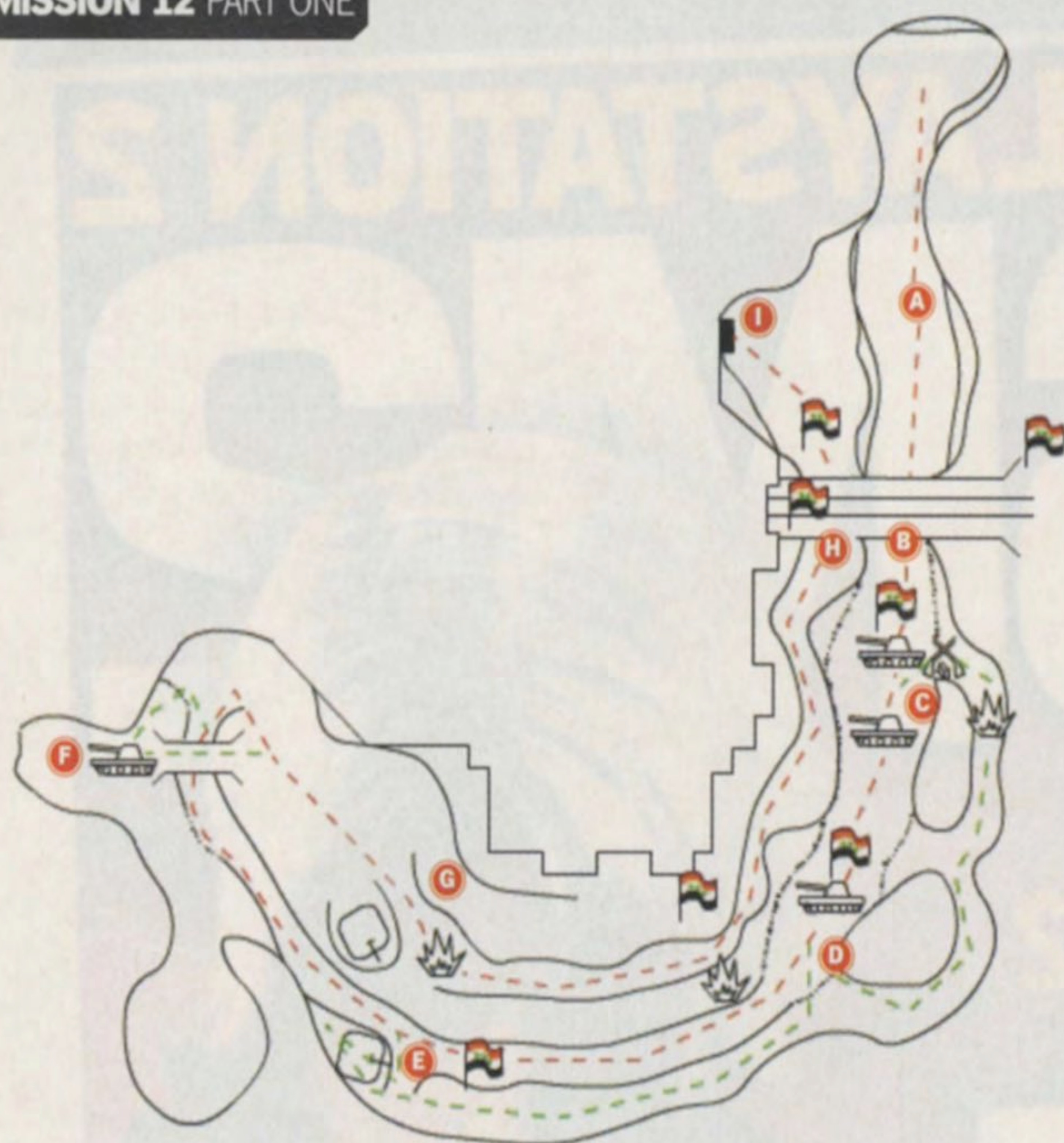
PART ONE

You are dropped in a valley near the fortress. An assault on the main gate is not an option so move along the old river bed around the fortress. Move Foley up first and take out a sniper on the cliff to the left, and another on the bridge (A). The rest of the squad can now follow him. The alarm is soon raised and your position comes under fire, so you must move up to the bridge girders for better cover (B). Station Connors by the right-hand arch, yourself and Foley can take the left, with Jones covering the centre. Soon you will see infantry and Iraqi armour approaching the bridge in the valley. With covering fire from the rest of the squad, move Connors up to take out the oncoming armour.

Now move Jones out ahead of you and over to the left. Take out all the unfriendly infantry, and he has a free run to two Rockets and a Medikit (C). Take out another approaching tank with Jones by aiming for its rear, from the slightly elevated position he is in. Steadily advance and you'll come across another tank, which is in a stronger defensive position. Double back with Jones while the others keep low, taking out infantry. Take a small side route, taking out Mines with Grenades, and Jones can get behind the Iraqi armour (D) and take out the exposed rear of the vehicle. The rest of the squad can quickly join him so that he is not out-gunned.

Foley and Jones can now crawl up onto the ridge to your left, while you and Connors move into the gully. Foley's Sniper Rifle makes short work of the gun positions at the end of the gully, and you can move up steadily using

MISSION 12 PART ONE



Connors' Machine Gun. Re-form the squad (E), but as you approach a small bridge at the end of the gully, you can clearly make out a tank just the left side of it. Use the gully to advance under the bridge (Jones crawling up the embankment to your left then using a Smoke Grenade) and proceed to C4 the tank (F).

Now start to move towards the concealed entrance to the fortress. Move Connors up to the left and neutralise a couple of guards. Now clear the mines on the route below you, and proceeded round the bend.

As you approach the bridge there is a mass of guards, perhaps eight or nine on the other side. Using a well placed Grenade, with Connors and Jones firing in the arches, you should clear them quickly. Now use Jones and his C4 to blow the door off the entrance – you have successfully penetrated the fortress.

You need to eliminate the SAM defences to allow a bunker strike against the General. If he should somehow escape, you will to finish the job yourself, don't bank against it just yet!

PART TWO

Once inside you have to navigate the catacombs beneath the fortress. Take out the first guard with Jones using a Shotgun. Around the left bend, there's another guard waiting. Around the next corner there are several Iraqi troops, one behind a sandbag. Take Jones and round the corner at speed, taking out a couple of Iraqis and finding cover in an alcove on the right. Quickly storm the remaining troops as a squad. As you approach the spiral staircase, having taken a right turn, five or six guards will come charging down the steps. Neutralise them quickly, after which you can then proceeded up the stairs.

In the next corridor there's a fixed gun and plenty more troops. Move with Jones from alcove to alcove, throwing Grenades as you go, and made light work of the defences. Sprint across the open section to avoid fire, then crawl up the steps, with Foley covering at the base. At the top of the steps (A) is a tank with

On point: Getting above your enemy is always good



its rear armour towards you, which Jones can take out with the last of his Rockets. The wreck now blocks your path and you are taking fire, so double back.

Climb the ramp up to the courtyard and proceed to take out more infantry in the



Pretty in pink: Don't get distracted by the nice view!

courtyard, including snipers up on the end wall. Cover Foley with the rest of the squad while he gets into position to shoot the Missiles with his Sniper Rifle. Now proceed to the corner of the courtyard (C), where there is an exit.

As you go through the door (D) you will be immediately confronted by two guards from the next room, to the right, who must be dispatched swiftly. Now head around the corner and wait for the tank to pass the end of the passage. Once it has passed sneak outside, taking out a guard to your left. Proceed up the incline after the tank. Take out the infantry coming over the hill, before despatching the tank with a Rocket between the tracks. You will still be taking fire from infantry in the courtyard, both from high up the incline and from the snipers, so you will have to move down the incline and storm a dead-end passageway to halt the last of them in their tracks.

Move through the doorway (G) and wait for another tank to roll past the door. Now sprint across the road and up the steps, taking out one Iraqi as you go. On the roof, Foley proceeds to take out the Rockets again, then move to the room at the edge of the roof (H), careful to keep your heads down. As you look out of that room you can see a bunker and two tanks. There are a couple of Rockets and some Medikits in the room. Take out the tank by hitting its rear armour. Now step up and use C4 on the other tank.

Leave Foley on the roof, before moving down to ground level (I). Throw Smoke Grenades while Jones employs the C4 tactic again to great effect on the last tank. Then take

out the two guards and the SAMs at the rear of the bunker with Grenades. Take out the roof-mounted SAMs with Foley's Sniper Rifle. Now position your group to cut off any escape attempts by the General, out of danger from the bombing run (K).

Look around the corner and laser-designate the target for the stealth bomber to hit. A huge explosion rips open the bunker before Foley steps up. Take out the guards who emerge from the wreckage first; then use Foley to down the General. The door that you are stood next to has now opened and, when Foley rejoins you, make your way unharmed to the extraction point (L), completing not only your mission, but your entire tour of duty.

MULTI-PLAYER

Adding one or more mates to Conflict: *Desert Storm* dramatically extends the tactical opportunities for quashing the Iraqi menace. Most single-player tactics can be improved with some 'real' intelligence.

SPIDER AND FLY

Straightforward. Have one player act as bait to lure dug-in infantry out of their positions for other, concealed players with long-range weapons to cut them to pieces. When in a more daredevil mood, this tactic can be great for getting tanks to turn their vulnerable rear armour towards the Rocket-man.

THE RUNNING MAN

Give one player a Light Rifle and kit him up with all the Medikits and spare Ammo. The other players can remain in position, firing away as they please, while the runner keeps them topped up and healthy. This is an invaluable tactic to use on mission six for example. Also the runner can be left to resurrect downed squad members.

CO-ORDINATED STRIKES

The ability to be able to say "Now!" to someone sat next to you is invaluable. Use the map and the guides on previous pages to plan attacks on gun emplacements from opposite angles, to have Grenades detonate fractions of a second before you enter a room, to conserve Ammo – the friendly AI has a habit of throwing Grenades just after they're needed. Being able to launch smoke grenades just before someone rounds a corner also proves handy.

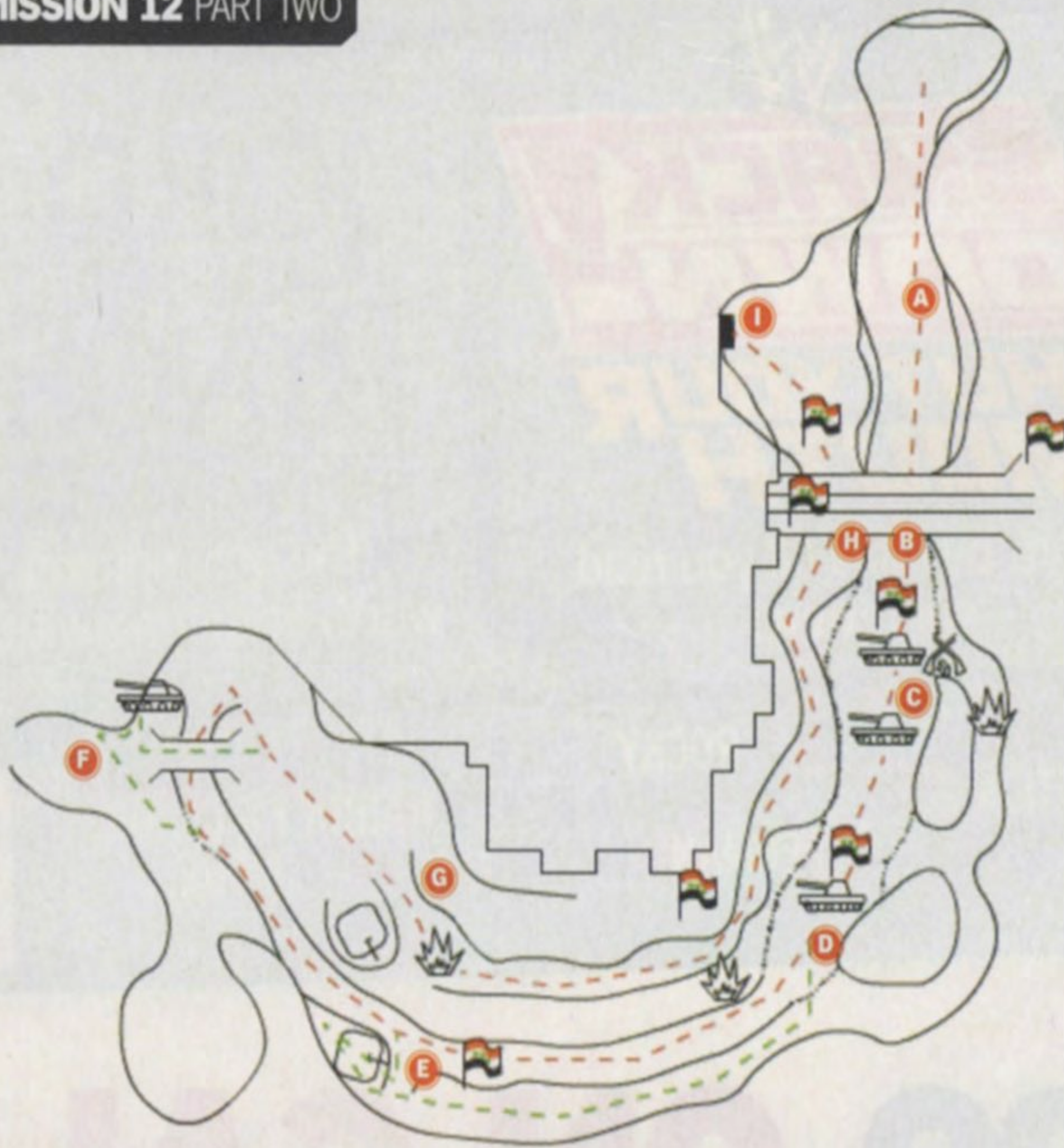
SHOTGUN

Driving vehicles on missions eight and nine takes on a whole new dimension with two or more humans behind the controls. The Jeep can be used at full speed to run over infantry, with the Anti-Tank Rockets used to much better effect than the AI team-mates manage. The stop/start routine of the tank on mission nine is also much improved, with one player being able to constantly man the guns.

BUILDING CLEARANCE

In Single-Player Mode your colleagues sometimes follow Indian file behind you in tight locations, leading you face-to-face with enemy troops while your sharpest shooter is out of sight. In multiplayer, you can pick a side before you round a corner, and then hit Iraqi guards before they know what's happened.

MISSION 12 PART TWO





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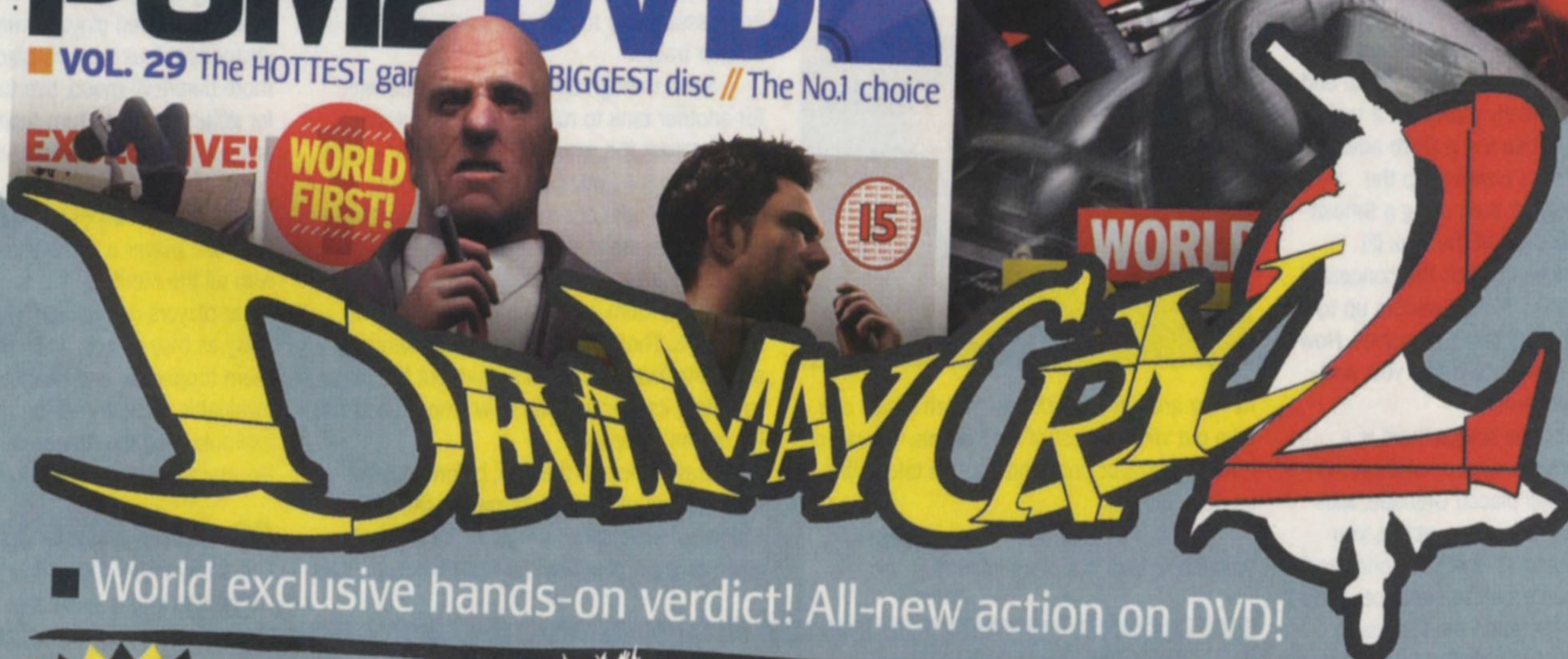
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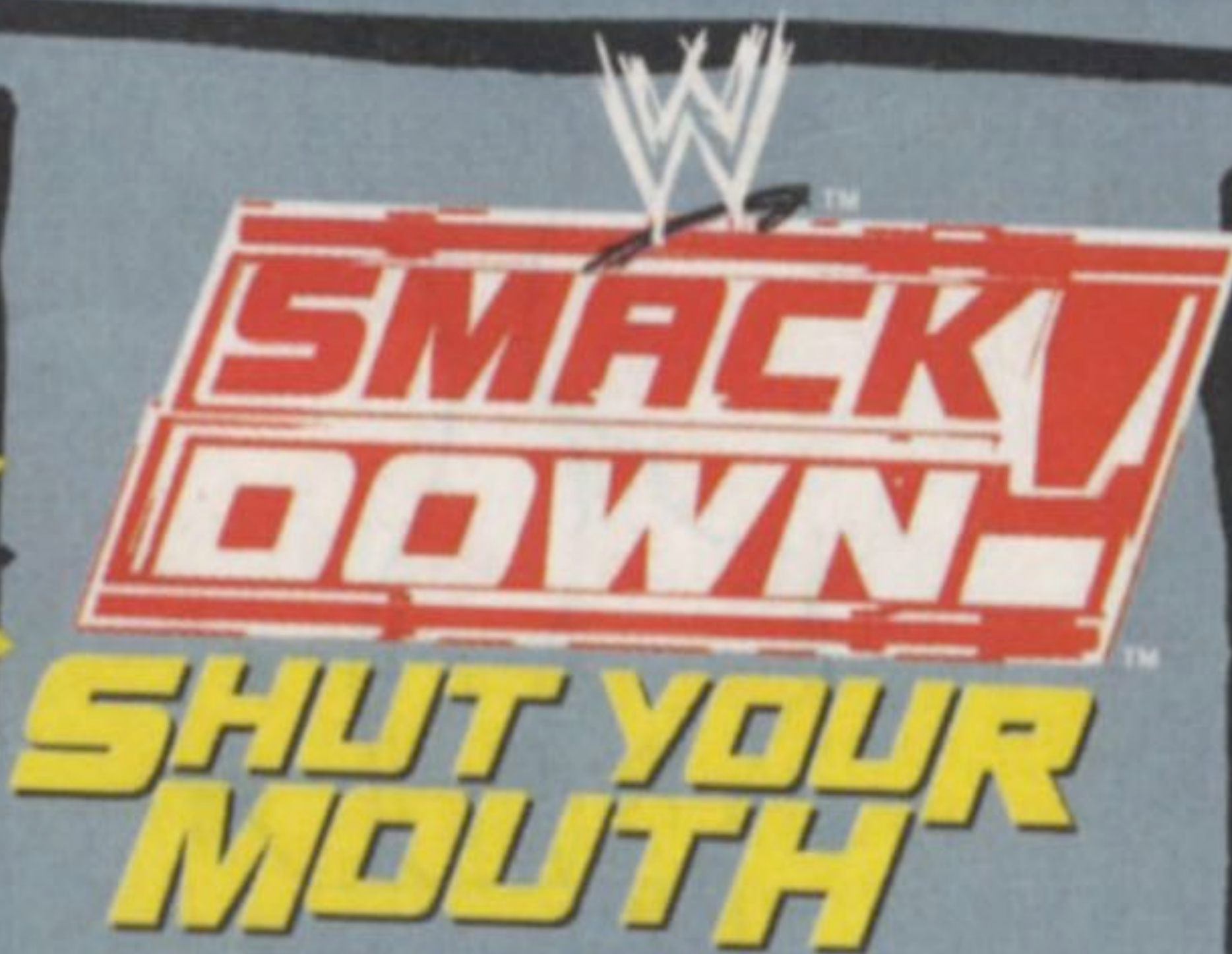
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THE CHEAT LIST

THE ATOZ OF PS2 CHEATS

BRONZE

007: AGENT UNDER FIRE

EA (15) 08 TIPPED (02)

You'll need to play the game on 00 Agent difficulty to be awarded gold or platinum medals which offer different bonuses. They are shown here in level order. Top banana!

GOLD

Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

Golden Golden
MP Model: Stealth
Bond
MP Power-Up: Gravity
Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

PLATINUM

MP Map: Rocket
MP Game Mode:

4X4 EVOLUTION

TAKE 2 (06) 05 TIPPED N/A

Pause the game to enter these codes:

CHEAT	CODE
All trucks	(1), (2), (3), (4), (5), (6)
\$25,000	(7), (8), (9), (0), (1), (2)
Slower speed	(3), (4), (5), (6), (7), (8)
Faster speed	(9), (0), (1), (2), (3), (4)
Normal speed	(5), (6), (7), (8), (9), (0)

ACE COMBAT 4: DISTANT THUNDER

SCEE (17) 07 TIPPED (02)

We can't help you get through the game straight away - you will need to get through and complete the whole game in Normal Mode before reading on. Make sure that you save your game safe and sound after enjoying the end credits. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you'll open the hardest setting of them all - the awesome Ace Mode.

ALL-STAR BASEBALL 2002

ACCLAIM (07) 07 TIPPED N/A

HIDDEN TEAMS

Select the Exhibition Mode and repeatedly press (1) + (2) to unlock the Dingers and the Islanders secret teams, a sound will confirm that the cheat has been successfully entered.

AQUA AQUA: WETRIX 2.0

SCI (01) 07 TIPPED N/A

UNLOCK MESOZOIC ERA IN STORY PUZZLE MODE

This can be unlocked by completing the Paleozoic Era in Puzzle mode.

UNLOCK CENOZOIC ERA IN STORY PUZZLE MODE

This can be unlocked by completing the Mesozoic Era in Story Puzzle mode.

UNLOCK ANCIENT CIVILISATION IN STORY PUZZLE MODE

This can be unlocked by completing the Cenozoic Era in Story Puzzle mode.

UNLOCK HIDDEN FUTURE

Finish the game with a rank of 'Master' in all four of the stages to unlock the Hidden Future in the Story Puzzle mode.

BRONZE

AGGRESSIVE INLINE

ACCLAIM (23) 08 TIPPED (03)

There are bags of codes for this belting roller-blading sim that will enable you to tame the tarmac and unlock untold secrets in seconds. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY

K, H, U, F, U

ELEVATOR WALLRIDES

↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

HAVE ALL KEYS

B, A, K, A, B, A, K, A

PERFECT GRINDS

B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS

J, U, S, T, I, N, B, A, I, L, E, Y

ARCTIC THUNDER

MIDWAY (14) 07 TIPPED N/A

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

CHEAT	CODE
No drones	(0), (0), (0), (0), (0), (0)
Catchup	(0), (0), (0), (0), (0), (0)
Snowball power-ups	(0), (0), (0), (0), (0), (0)
Grappling hook	(0), (0), (0), (0), (0), (0)
Rooster power-ups	(0), (0), (0), (0), (0), (0)
Snowbomb power-ups	(0), (0), (0), (0), (0), (0)
Boost power-ups	(0), (0), (0), (0), (0), (0)
Random power-ups	(0), (0), (0), (0), (0), (0)

ARMORED CORE 2

UBISOFT (04) 07 TIPPED N/A

PLUS CHEATS

After you have completed the Raven test, intentionally lose the first mission and die with -50,000 credits to activate the 'Plus' cheats. The game will restart from the first level with all items gained in the previous game, although your pilot name will vanish from the 'Pilot Name' slot. The more times you do this, the more cheats you will unlock; which include better radar equipment, numerous projectiles and super-fast cooling devices.

OVERWEIGHT ACS

Successfully complete the game in Mission mode and wait for the credits to roll. You will now be able to play the game again with no weight restrictions on your AC.

EXTRA ARENA BATTLES

If you occasionally check the lower rankings of the Arena, eventually three new ACs will join the fray, which are as follows...

Rank #51: Chris Miura (AC-Vex)
Rank #52: Co-op (AC-Millionaire)
Rank #53: Lost Lamb (AC-Stray Sheep)

EXTRA TOUGH ARENA BATTLES

If you actually manage to achieve the fabled rank of Nine Breaker and complete the game, several new combatants will enter the arena. They're no pushover, mind you!

Rank #54: Scarlet (AC-Wild Honey)
Rank #55: The Veteran (AC-New Dawn)
Rank #56: Falcon VIII (AC-MK VIII)
Rank #57: Riot (AC-Gallows Bird)
Rank #58: Matthias (AC-Funeral Mask)

ARMY MEN: AIR ATTACK 2

300 N/A N/A TIPPED N/A

LEVEL PASSWORDS

Simply enter the following passwords to unlock the corresponding level... So you can stop complaining

PERFECT MANUAL BALANCE

Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS

↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES

↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

HIDDEN CHARACTERS

To unlock the hidden characters, you have to complete all objectives (including the hidden ones) for each level. Here's what freakish characters await on each stage...

Stage 1: Movie Lot The Bride
Stage 2: Civic Center Goddess
Stage 3: Industrial Junkie
Stage 4: Boardwalk Captain
Stage 5: Cannery Diver
Stage 6: Airfield Bombshell
Stage 7: Museum Mummy

now and get on with it!

LEVEL	PASSWORD
2	↑, (X), (A), →, ←, (0), (0), (X)
3	(A), (0), ↓, ←, (0), (0), ↑, (A)
4	(X), →, ←, (X), (0), (0), (0), (A)
5	↓, (0), (0), (0), (0), →, (X)
6	(A), (X), ↑, ←, →, ←, (0), (A)
7	→, (0), →, ↓, (0), (X), (X)
8	(A), →, (0), (0), ↓, ↓, (X)
9	↑, (X), (0), ←, →, (0), ←, ←
10	(A), ↑, (0), (X), (0), ↓, ↓, ↓
11	(0), (0), ↑, ←, →, (X), (A), (0)
12	←, ↑, (X), →, (0), (0), ↓, (A)
13	←, ←, (A), (0), (X), (X), ↓, →
14	(0), →, (0), ↑, ↓, (0), ↓, (X)
15	←, →, (0), (X), (0), ↓, ↓, ↓
16	(A), (0), (X), →, →, (0), ↓, ↓
17	(0), ↑, ↑, →, →, ←, ↓, (X)
18	(0), (X), →, (A), (0), ↑, (X), (X)
19	↓, →, (X), (0), →, ↑, (0), (0)
20	↑, (X), (0), ↑, ←, (0), (0), (X)

ARMY MEN: RTS

300 (22) 06 TIPPED (01)

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the (1) button first.

Cheat	Code
Different Colours	(0), (A), (0), (0), (X), (0)
Drop Paratroopers	(0), (0), (0), (0), (A), (A)

BRONZE

AIRBLADE

SCEE (14) 08 TIPPED N/A

An extremely cool code that unlocks everything, plus all the extra characters and costumes that you can obtain by playing through and completing the game. What a result...

MASTER CODE

Select to play Story Mode then, on the level select screen, press ↑, ↓, ↑, ↓, (1), (2), (2), (1), (1) + (X). If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked.

UNLOCK J. J. SAWYER

Successfully complete the game with an 'S' rank in all levels.

UNLOCK NAOMI

Successfully complete the Downtown level getting a 'B' rank.

UNLOCK OSCAR

Successfully complete the game with an 'A' rank in all levels.

UNLOCK THE INSIDER

Get 5000 Plastic	(A), (0), (0), (X), (A), (0)
More From Dumptrucks	(0), (0), (0), (A), (0), (X)
Get 2000 Plastic	(A), (0), (0), (X), (A), (X)
Super soldiers	(0), (0), (X), (A), (X), (0)
Super enemies	(A), (A), (X), (0), (A), (A)
2000 Electricity	(A), (0), (0), (X), (A), (X)
5000 Plastic	(A), (0), (0), (X), (A), (0)
Paratroopers	(0), (0), (0), (0), (A), (A)
Extra dump truck resources	(0), (0), (0), (A), (0), (X)
Green army is blue	(0), (A), (0), (0), (X), (0)
Tan army is green	(A), (A), (X), (0), (A), (A)
Kill your soldiers	(0), (A), ←, ←, ←, (A), (0)

ARMY MEN: SARGE'S HEROES 2

300 (07) 03 TIPPED N/A

CHEAT CODES

Enter the following codes as passwords to unlock the desired effect when playing the game...

Level select	FREEPLAY
All weapons	GIMME
Invincibility	NODIE
Invisibility	NOSSEUM
Tiny mode	SHORTY
Big mode	IMHUGE
Debug mode	THDOTEST

LEVEL PASSWORDS

Enter the following passwords to play on the corresponding level...

LEVEL	PASSWORD
Boot Camp	BOOTCAMP
Dinner Table	DINNER
Bridge	OVERPASS
Refrigerator	COOLER
Graveyard	NECROPOLIS
Castle	CITADEL
Tan Base	MOUSE
Revenge	ESCAPE
Desk	ESCRITOIRE
Bed	COT
Plasticville	BLUEBLUES
Toy Shelf	BUYME
Cashier	EXPRESS
Toy Train Town	LITTLEPEOPLE
Rocketbase	NUKEM
Pool Table	EIGHTBALL
Pinball Machine	BLACKNIGHT

ATV OFFROAD

SCEE (10) 06 TIPPED N/A

ALL ATVS

Select Pro Career mode and then enter CHACHING as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with all ATVs now unlocked.

ALL TRACKS

Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will

THE CHEAT LIST

THE ATOZ OF PS2 CHEATS

THE PLAYSTATION®2 CHEAT LIST

IT AIN'T PRETTY, BUT IT DOES WHAT IT SAYS ON THE TIN

IF IT AIN'T IN A LIST, IT AIN'T WORTH SQUAT

Just before you turn, dribbling, to our Cheat List and devour the succulent morsels of tippery contained therein, here are a few listular entrees...



LET'S CUT TO THE CHASE...

OK so cheat lists can be a bit dull. But this one is dead useful. Not only does it contain thousands of cheats for all the top PS2 titles, but it also contains other useful info too. At the top of each game (see pic) we tell you who the game's from, which issue of the *Official UK PS2 Mag* it was reviewed in, the score it got and when we tipped it. It's a kind of tips list and buyer's guide in one.

LIST #1

TOP 3 PLATFORMERS

Ignore what anyone else says, platformers have always been the best games.



1. RATCHET & CLANK

Storming into the number one spot, it's every bit as good looking as *Jak & Daxter* and about three times more enjoyable. Superb story, amazing challenges, and chocka with neat touches.

2. JAK & DAXTER

Gorgeous to look at and great fun in a standard, collect-some-stuff-and-solve-some-puzzles way. Seems a tad straightforward next to *Ratchet & Clank* though.

3. APE ESCAPE

It's a PSone game, but this was underrated when it came out. It's one of the most entertaining platformers ever. Roll on *Ape Escape 2*.

LIST #2

TOP 3 "WE KNOW IT'S WRONG BUT WE LOVE IT" GAMING MOMENTS



1. BIG WOBBLY BOOBS IN DEAD OR ALIVE GAMES

Yes, we know that the ladies in the DOA games are not real, but what could be more fun than playing a videogame and getting to see naughty pillows at the same time?

Naughtiness rating 9/10

2. STEALING CARS IN GTA 3

Real life car theft... BAD! Videogame car theft... GREAT! And you can nick any vehicle you like. Brilliant!

Naughtiness rating 8/10

3. SNAKE ON SNAKE ACTION

That bit in *Metal Gear Solid 2* when it looks like Snake is, erm, 'entertaining' himself.

Naughtiness rating 7/10

LIST #3

PEOPLE WITH FOOD RELATED NAMES WHO WE ALSO HAPPEN TO DISLIKE INSTENSELY



1. EDWINA CURRIE

Annoying enough in the first place, even more so now she's all over the place promoting her dismal diaries.

2. JASPER CARROT

Used to be funny. Oh hang on, no he didn't.

3. THE EARL OF SANDWICH

He invented the Sandwich. Great invention, you might think. Not when you see the limp, foul, bread-based creations Rich brings in.

4. FRANK LE BOEUF

Surname means, quite literally 'The Beef'. But he's French and plays for a French footy team.

5. MICHAEL GAMBON

Uh, sounds a bit like jambon, which is French for Ham. But we quite like him... erm... (Enough already - Ed)

LIST #4

TOP 3 SITUATIONS IN WHICH CHEATING IS WRONG



1. IN MARRIAGE

Utterly wrong. You made the vows, you stick to 'em buddy. Mind you, that new barmaid at the Arse & Spiggot looks a bit foxy, especially with these beer goggles on...

2. WHEN TAKING EXAMS

Despicable. This country's universities and employers rely on the integrity of the exam system. Flout the rules and the fabric of society will crumble... mind you, the exam boards will probably try to downgrade your results anyway so screw it...

3. WHEN PLAYING PRO EVO SOCCER

Steve take note. Nothing is more despicable than cheating in a game of *Pro Evo Soccer* against your office colleagues. Unless you can definitely get away with it. (I don't need to cheat - Steve)

THE A-Z OF GAME CHARACTERS

E IS FOR ECCO WHO IS HE?

He's a Dolphin, so we should assume that he's roughly as intelligent as us. (not difficult in Matt's case)

WHICH GAME DOES HE APPEAR IN?

Originally appearing in *Ecco The Dolphin* on the Sega Mega Drive in a two-dimensional form, his curiously relaxing capers eventually came to Dreamcast and then finally PlayStation 2. His most recent game contained a few magical moments but was, mostly, a damp squib.

COOL RATING 3/5

You've gotta respect his history, and the fact that his games are a little different, but his outing on PS2 was a disappointment. Let's 'sea' if his next game turns the 'tide' of opinion back in his favour!



OUR COMPLETE PS2 CHEAT LIST BEGINS OVER THE PAGE>>>

BRONZE

BALDUR'S GATE: DARK ALLIANCE

INTERPLAY (15) 08 TIPPED N/A

UNLOCK CHEAT MENU

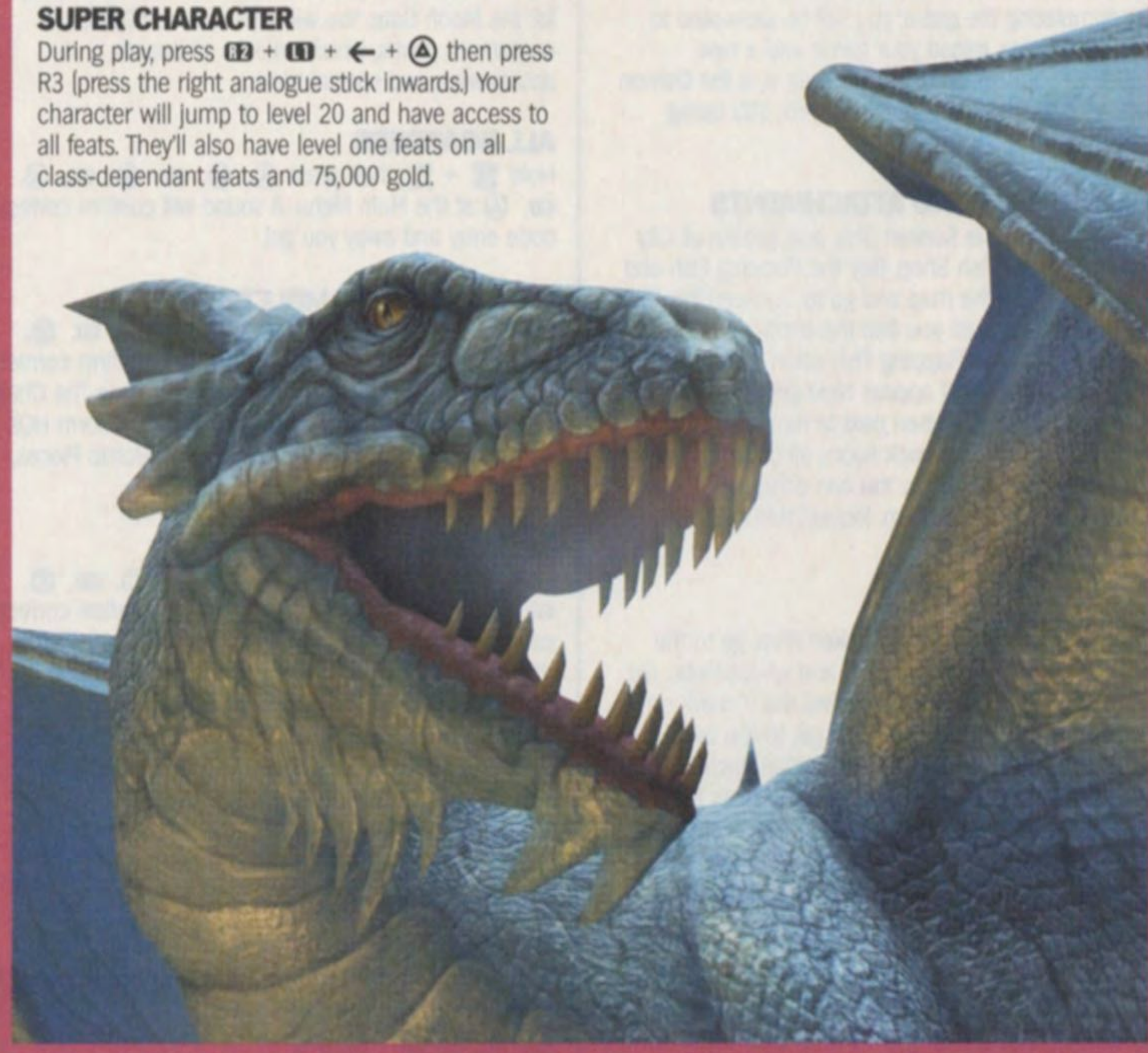
At any during play, press **△ + ○ + ← + A** then press **T**. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER

During play, press **△ + ○ + ← + A** then press **R3** (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS

Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character (if you're a masochist and want to do it the hard way, that is!)



return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE

Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticeably enhanced.

BATMAN VENGEANCE

UBISOFT (14) 06 TIPPED N/A

UNLIMITED BATARANGS

To get unlimited Electric Batarangs, simply press **△, ○, △** at the main menu.

ALL WEAPONS AND AMMO

There is also a cheat for all weapons and unlimited

ammo, but it's slightly harder to obtain. When in the Plant Electrocution 2 level, you start by sliding down towards some holes. Drop down into the second one and then glide downwards to the lit area. Pick up the key you find here and exit. The key will open the door right next to the vines behind the glass. Go inside this room and you'll discover an envelope with the letter 'C' stamped on it. Now you must go on to complete the game and the cheat will be selectable.

BLOODY ROAR 3

VIRGIN (09) 06 TIPPED N/A

UNLOCK KOHRYU

Defeat Kohryu and complete Arcade Mode to unlock him as a playable character.

UNLOCK URANUS

Play through Arcade Mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go onto complete the game to unlock her as a playable character.

GALLERY PICTURES

Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE

Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY

Complete Arcade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING

Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED

Obtain a ranking with every character in Arcade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE

Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

BRONZE

CRAZY TAXI

ACCLAIM (07) 08 TIPPED N/A

CRAZY BIKE MODE

On the Character Select Screen, hold **△ + ○**, then release **△** and then **○**. Hold **△ + ○** again and then release both simultaneously before finally pressing **○**. If the code has worked you will hear the sound of a bicycle bell and whichever character you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc...

EXPERT MODE

At the Main Menu, press and hold **△ + ○ + START**. Continue to hold these buttons until the Character Select Screen appears, then press **○** to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there

are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE

Press **△** on the Character Select Screen and then release it. Then hold **△** again and press **○**. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press **△ + ○, △ + ○, △ + ○, △, △ + ○**.

ALTERNATE DISPLAY

Start a game in Arcade or Original Mode, making sure you have a second controller plugged in. Now whilst playing, hold **△ + ○** and press **○** on controller two to switch to a first-person view, or press **○** to flick to a rather mad pass-by cam.

ONE-HIT KNOCKDOWNS

Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE

Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permanently in beast form.

ONE FALL MODE

Win 20 rounds with a single character in Survival mode to unlock One Fall mode. In this mode, the first fighter to be knocked down is the loser.

BOUNCER

SCEE (09) 06 TIPPED N/A

UNLOCK ECHIDNA

Successfully complete the MSD Cargo Train level to unlock Echidna in Versus and Survival Modes. You'll be glad you did.

UNLOCK DAURAGON (SHIRTLESS)

Complete the game three times using any character. After defeating Dauragon for the second time, he will get up again and fight without a shirt on. Defeat him to unlock this guise in Versus and Survival Modes.

UNLOCK DAURAGON (ONE ARMED)

Play the game through in Story Mode and defeat Dauragon on the first encounter. The one-armed fighting version of him will now be unlocked in Versus and Survival Modes.

UNLOCK DOMINIQUE

Play the game through in Story Mode until Dominique destroys the group of PD-4s to unlock her in Versus and Survival Modes.

UNLOCK ALDEA

Defeat Kaldea before the final encounter with Dauragon in Story mode to unlock her in Versus and Survival Modes.

UNLOCK KOU WITH MSF COSTUME

Play through the entire game, only selecting Kou. Save the game after Kou enters the Mikado building as an MSF soldier. The MSF costume for Kou will now be unlocked in Versus and Survival Modes.

UNLOCK LEANN CALDWELL

Play through the entire game with selecting Kou. Defeat Leanne to unlock her in Versus and Survival Modes.

UNLOCK MASTER WONG

Select Volt or Kou in their story line through the Mikado Building and have either of them fight Kaldea. Select Sion for the fight with Dauragon. After the battle, Sion remembers a battle with Master Wong. Defeat him to unlock Master Wong in Versus or Survival Modes.

UNLOCK MUGETSU (WITH MASK)

Successfully complete the Mikado Building-Hanging Garden level to unlock Mugetsu with his mask in Versus and Survival Modes.

UNLOCK MUGETSU (WITHOUT MASK)

Successfully complete the Galeos-Mid Flight level to unlock Mugetsu without his mask in Versus and Survival Modes.

UNLOCK PD-4

Defeat the PD-4 during Story Mode to unlock it in Versus and Survival Modes.

UNLOCK SION (WITH BLACK HOOD)

Successfully complete Survival Mode by defeating the black-hooded version of Sion to unlock that costume in Versus and Survival Modes.

UNLOCK WONG LEUNG

Use only Volt or Kou through the entire game. However, when you are going to fight Threw for the last time, select Sion. When you finish the game, Sion will have a flashback. Defeat Wong Leung to unlock him in Versus Mode. And that's your lot.

BRITNEY'S DANCE BEAT

THQ (22) 06 TIPPED (01)

See even more of the gyrating pop princess (if that's the sort of thing that floats your boat!)

Unlock That Music Video

Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? To unlock this desirable extra, simply acquire 9999 points in Audition Mode.

CART FURY: CHAMPIONSHIP RACING

MIDWAY (10) 06 TIPPED N/A

Use the following codes at the Cheat Menu

CHEAT	CODE
All Tracks.....	△, △, △, △, △, △
All Cars.....	△, △, △, △, △, △
Death Cart.....	△, △, △, △, △, △
Opponent Death Cart.....	△, △, △, △, △, △
Death Wall.....	△, △, △, △, △, △
Thick Fog.....	△, △, △, △, △, △
Big Head Mode.....	△, △, △, △, △, △
All FMV Sequences.....	△, △, △, △, △, △
Infinite Continues.....	△, △, △, △, △, △
Infinite Turbo.....	△, △, △, △, △, △
Unlimited Time.....	△, △, △, △, △, △
Low Gravity.....	△, △, △, △, △, △
Jump.....	△, △, △, △, △, △
Night Drive.....	△, △, △, △, △, △
Rocket Wheels.....	△, △, △, △, △, △

HIDDEN DRIVERS AND CARS

Go to the Driver Select screen and press **△** to get more cars and **○** to get more drivers.

BRONZE

CRICKET 2002

EA SPORTS (15) 08 TIPPED N/A

We've got the cheat you've been waiting for – Super Batsmen! Select the Inside EA Sport option from the Main Menu. Now press **△, △, △** and a message will appear to confirm correct input. Now, during play you can use **△** to tank the ball for a six as if you were only swatting a fly!

BRONZE

DROPSHIP

SCEE → (16) → 08 → TIPPED N/A

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the desired cheat effect.

CHEAT CODE

Invincibility	TEAMBUDDIES
Unlimited ammo	BLASTADIUS
Level select	KINGSLEY
Bonus level 1	KREUZLER
Bonus level 2	SHEARER
Bonus level 3	UBERDOOPER

DAVE MIRRA FREESTYLE BMX 2

ACCLAIM → (12) → 07 → TIPPED N/A

UNLOCK ALL BIKES

At the main menu, press ↑, ←, ↓, →, ↓, ↓, →, ↓, ↓, ←, ⊙. If the code has been entered correctly then all of the secret bikes will be available to ride.

UNLOCK AMISH BOY

At the main menu, press ↑, ←, ↓, →, →, ←, ←, ↓, ↑, ←, ⊙. Amish Boy will now be available as a playable character in Free Play and ProQuest Modes

UNLOCK MIKE DIAS

At the main menu, press ↑, ←, ↓, →, →, ←, ↑, ↓, ↑, →, ⊙. Mike Dias will now be available as a playable character in both Free Play and ProQuest Modes.

OUTFITS AND FMV

Enter the following codes on the main menu to unlock various character FMV and additional funky rider costumes.

Colin Mackay's Competition outfit
↑, ↓, →, ↓, ↑, →, →, ↑, ⊙
Colin Mackay's FMV
←, ←, →, →, ↓, ↓, →, ↑, ⊙
Dave Mirra's Competition outfit
↑, ↓, ↑, ↓, →, ←, ↑, ↑, ⊙
Dave Mirra's FMV
→, →, ↑, →, ←, ↑, ↑, ⊙
Joey Garcia's Competition outfit
↑, ↓, ↑, ←, ↓, →, ↓, →, ⊙
Joey Garcia's FMV
←, ←, ↑, ↑, ↓, →, ↓, ⊙
Kenan Harkin's Competition outfit
↑, ↓, ←, ↓, ←, ↑, ↑, ⊙
Kenan Harkin's FMV
←, ←, ←, ←, →, →, ↓, ↓, ⊙
Leigh Ramsdell's Competition outfit
↑, ↓, ↓, ←, ↓, ↓, ↓, ←, ⊙
Leigh Ramsdell's FMV
←, ←, ↓, ↓, ←, →, ↓, ←, ⊙
Luc-E's Competition outfit
↑, ↓, ←, ↓, ←, →, ←, ←, ⊙
Luc-E's FMV
←, ←, →, →, ↓, ↓, →, ↑, ⊙
Mike Laird's Competition outfit
↑, ↑, ↓, ↓, ←, →, →, ←, ⊙
Mike Laird's FMV
←, ←, →, ↑, ↑, →, ↑, →, ⊙
↑, ↓, ↓, ←, ↓, ↑, ↑, ↓, ⊙
Ryan Nyquist's FMV
←, ←, ↓, →, ↓, →, ↑, ↓, ⊙
Scott Wirch's Competition outfit
↑, ↓, →, ↓, ↑, →, →, ↑, ⊙
Scott Wirch's FMV
←, ←, →, ↑, ↑, ↑, ←, →, ⊙
Tim Mirra's Competition outfit
↑, ↓, →, ←, ←, ↑, ↓, ↑, ⊙
Tim Mirra's FMV
←, ←, →, ↑, ↓, ←, ↓, ↑, ⊙
Todd Lyons' Competition outfit
↑, ↓, ↓, →, ↑, ←, ←, ↓, ⊙
Todd Lyons' FMV
←, ←, ↓, ↑, ↑, →, ←, ↓, ⊙
Troy McMurray's Competition outfit
↑, ↓, ←, ↓, →, ←, ↑, ←, ⊙
Troy McMurray's FMV
←, ←, ←, ↓, ↑, →, ↑, ←, ⊙
Zack Shaw's Competition outfit
↑, ↓, ←, →, ↓, ↓, →, ↓, ⊙
Zack Shaw's FMV
←, ←, ←, →, ←, ↓, →, ↓, ⊙

DEAD OR ALIVE 2

SCEE → (02) → 07 → TIPPED (01)

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character in Survival and Time Attack Modes.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

CG GALLERY

Win the Team mode with five different characters to unlock the Gallery option on the Main Menu.

DINO STALKER

CAPCOM → (24) → 07 → TIPPED N/A

Can't you just take out a restraining order?

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can!

DRAKAN: THE ANCIENTS' GATES

SCEE → (18) → 07 → TIPPED N/A

Become a force to be reckoned with in Sony's mystical action adventure with this dragon-busting cheat codes.

GET RICH QUICK

To gain an Instant \$10,000 press and hold the following buttons in the order in which we tell you: ⊙, ⊙, ⊙, ⊙ then, with those buttons still held, press ⊙, ⊙, →, ←, ⊗, ⊙, ↓, ↑. You will be awarded the vast cash sum each time this code is entered.

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons in the order in which we tell you: ⊙, ⊙, ⊙, ⊙ then, with those buttons still held, press ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold the following buttons in the order in which we tell you: ⊙, ⊙, ⊙, ⊙ then, with those buttons still held, press ⊗, ↓, ⊙, ↑, ⊙, →, ⊙, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: ⊙, ⊙, ⊙, ⊙ then, with those buttons still held, press ⊙, ↓, ⊙, ←, ⊙, →, ⊗, ↑

DRIVEN

BATI → (15) → 04 → TIPPED N/A

This stab at a racing game is over-flowing with secrets. Here's how to unlock them:

US Champs Mode: Complete Euro Champs Mode.
World Champs Mode: Complete US Champs Mode.
Faust Team Racing and Blocking Challenge: Complete World Champs Mode.
Memo Moreno: Complete the Blocking Challenge.
Jimmy Bly's Prototype Car: Complete Story Mode to get the best car in the game.
Team Spirit: Win US Champs

DOWNFORCE

VIRGIN → (21) → 06 → TIPPED N/A

By entering these codes on the main menu, you can unlock new modes and never prang again – which kind of robs the game of its most dramatic moments, the crashes – but still... If only Senna could have enjoyed such luxuries.

INVINCIBILITY

⊙, ⊙, ⊙, ⊙, ↓, ↓, ⊙

BRONZE

ESCAPE FROM MONKEY ISLAND

ACTIVISION → (09) → 08 → TIPPED N/A

MONKEY INVADERS MINI-GAME

To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME

Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

UNLOCK INTERMEDIATE MODE

↓, ⊙, ↑, ⊙, →, →, ←

UNLOCK EXPERT MODE

⊙, →, ←, ⊙, ↑, ⊙, ↓, →

WIN BEGINNER MODE

→, →, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

WIN INTERMEDIATE MODE

→, →, ⊙, ←, ⊙, ⊙, ⊙, ⊙

WIN EXPERT MODE

→, →, ⊙, ←, ⊙, ⊙, ⊙, ⊙

UNLOCK CRASH ARENA (ONE PLAYER)

←, →, →, ⊙, ↓, ⊙, ⊙, ⊙

UNLOCK CRASH ARENA (TWO-PLAYER)

→, ←, ←, ⊙, ↑, ⊙, ⊙, ⊙

DRIVING EMOTION TYPE-S

EA → (05) → 04 → TIPPED N/A

EXTRA CARS

Win the Autocross 2 competition to unlock the Mazda RX-7 FC3S and the Toyota Sprinter Truno GTV cars. The best car to achieve this with is the Mitsubishi Pajero Super Exceed with acceleration, soft braking and hard spring settings. Win the Autocross 4 Online Training Mode to unlock the Toyota MR2. The best car to achieve this with is the Ferrari F50.

DYNASTY WARRIORS 2

MIDAS → (02) → 07 → TIPPED N/A

Enter these codes at the Title Screen and you will hear the sound of charging warriors to confirm correct entry.

Wu Characters

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Shu Characters

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

Free Mode Side Selection

Hold ⊙ and press ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

All Hidden Characters

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

EPHEMERAL FANTASIA

KONAMI → (01) → 07 → TIPPED N/A

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for \$100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON

Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON

Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON

Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

'RANDOM' ICON

Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON

Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON

Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

'E' ICON

Press Red, Blue, Pick, Green, Red, Blue, Pick, Green to make the songs very hard.

CLEAR ALL ICONS

Press Pick x10 to clear all of the existing icons.

ESPN INTERNATIONAL TRACK & FIELD

KONAMI → (01) → 06 → TIPPED N/A

ATHLETE INTERVIEWS

Win five bronze, five silver, five gold or ten gold medals in Trial or Championship Mode to unlock some rather lame interviews with some of the featured athletes in the Awards option. They're kinda funny though...

BONUS RHYTHMIC GYMNASTICS SONG

Win a gold medal in all three rhythmic gymnastics songs in Trial or Championship Mode to access a new Expert tune to test your ribbon twirling skills to the max.

ESPN INT WINTER SPORTS 2002

KONAMI → (18) → 05 → TIPPED N/A

BEAR COSTUME

Strike gold in all the events in the Men's Championship Mode to get this humorous costume.

PENGUIN COSTUME

Get gold in all the events in the Women's Championship Mode to get this funky little number in your wardrobe.

ROBOT COSTUME

Get a gold medal for every men's and women's events in Trial Mode.

ESPN NBA 2NIGHT 2002

KONAMI → (22) → 05 → TIPPED (01)

Rattle the rim in spectacular fashion with these slam-dunkin' delights...

BRONZE

FREQUENCY

SCEE → (23) → 08 → TIPPED (01)

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher ←, →, →, ←, ↑
Bumper →, ←, →, ←, ↑
Crippler ←, →, ←, →, ↓
Freestyler ←, →, →, ←, ↓
Multiplier →, ←, ←, →, ↑
Neutralizer ←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

THE CHEAT LIST

THE ATOZ OF PS2 CHEATS

The following cheat codes must be entered in the Cheats Menu in Options.

Cheat	Code
Big Hand Mode	BIGHAND
Big Head Mode	BIGHEAD
Improve Player Stats	ABILITYBONUS
Improve Shooting	EXCELLENT
Improved Dunks	DUNKERS
Invisible Players	INVISIBLE
Pancake Players	PANCAKE
Turn Out the Lights	DARKNESS
Yeti Mode	BIGFOOT
Big feet	BIGFOOT
No lights	DARKNESS
East dunks	DUNKERS
Small players	MINIMINI

ESPN WINTER X-GAMES SNOWBOARDING

KONAMI (X) (O) (B) TIPPED N/A

BONUS LEVELS

Win a gold medal in all X-Games competitions to unlock the Deep Freeze Mountain, Grind Or Die, Halfpipe Winter Style and four extra Slopestyle events.

NIGHT LEVELS

Complete all four minute events in X-Games mode (SnowboarderX, Superpipe, Big Air and Slope Style) to unlock Big Air and Super Pipe at night.

TRICK MOVES

To prevent yourself from getting boo'ed off the slopes, try these nifty tricks to wow the crowds...

MOVE	COMMANDS
Back Flip	↓
BS Rodeo	(hold (B) or (R)) + ↙ or ↘ If goofy
Corqscrew	hold (B) or (R) + ↘ or ↙ If goofy
Front Flip	↑
Indy Grab	⊙
McTwist	↙
Mute Grab	(B), ⊙
Method	⊙
Rodeo	↘
Tail Grab	(X) + ⊙

ESPN X-GAMES SKATEBOARDING

KONAMI (X) (B) (O) TIPPED N/A

ANOTHER MODE

Obtain all 36 licenses in Arcade Mode, then press ⊙ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE

Obtain 30 licenses in Arcade Mode with any character, then press ⊙ + (X) at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards...

BOB BURNQUIST'S BOARD IN LA

Head towards the mansion and the hidden board is on top of the car. Dead easy, this one.

BOB BURNQUIST'S BOARD IN NEW YORK

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS

Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO

From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS

Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM

In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

RICK'S BOARD IN BOAT

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVIL TWIN

UBISOFT (X) (Y) (B) TIPPED N/A

Enter any of the following as codes to unlock a plethora of handy cheats...

CHEAT	CODE
Infinite lives	(X), ⊙, ⊙, ⊙, ⊙
Super shots	⊙, ⊙, ⊙, ⊙, ⊙
Rapid fire	⊙, ⊙, ⊙, ⊙, ⊙
Gun sights	⊙, ⊙, ⊙, ⊙, ⊙
Sniper mode	⊙, ⊙, ⊙, ⊙, ⊙

EXTERMINATION

SCEE (X) (B) (Y) TIPPED N/A

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnell. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box - you should see it shining.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is left behind on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

BRONZE

FUR FIGHTERS: VIGGO'S REVENGE

ACCLAIM (X) (B) (Y) TIPPED N/A

SECRET AREA

In the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole

in the fence and onto the boxes. Chang will now start frantically scratching before you are transported onto his back as a machine-gun toting flea!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press ▶ to view the new scene.



#7: Sergeant David Murrin. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the Ice camo car, the tag is in the corner.

EXTREME-G 3

ACCLAIM (X) (B) (Y) TIPPED N/A

UNLIMITED SHIELDS

Pause the game at any time and press (B) + (B), (B) + (B), (B) + (B), (B) + (B). If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press (B) + (B), (B) + (B), (B) + (B), (B) + (B). If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press (B) + (B), (B) + (B), (B) + (B), (B) + (B). If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press (B), (B), (B), (B), (B) + (B), (B) + (B). If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press (B), (B), (B), (B), (B), (B), (B), (B), (B) + (B) + (B) + (B). If the code has worked then a message will confirm and every track will be available to race on. Not bad for about ten seconds work, is it?

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press (B) + (B) + (B) + (B), (B) + (B), (B) + (B), (B) + (B). If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press (B) + (B), (B) + (B), (B) + (B), (B) + (B). If the code has worked then a message will confirm.

START WITH EXTRA MONEY

Begin a new career, select a driver and press (B), (B), (B), (B), (B), (B), (B), (B), (B), (B), (B), (B), (B), (B), (B) + (B). Your career will now get off to a greatly improved financial start. So there are no more excuses...

EXTREME LAP CHALLENGE

At the Main Menu, press **(L), (R), (L), (L), (L), (L)** + **(L), (R) + (R)**. If the code has worked then a message will confirm you've correctly entered the code.

STARCOM TEAM

At the main menu, press **(L), (R), (R), (L), (L), (R), (R), (L)**. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START

To get a jump start when you begin a race, hold **↑** during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas!

FANTAVISION

SCEE - (01) - 07 - TIPPED N/A

EXTRA OPTION

Successfully complete the game under the Normal difficulty setting and save to unlock the 'Extra' option on the Main Menu.

EXTRA 2 OPTION

Successfully complete the game under the Hard difficulty and save to unlock the 'Extra 2' option on the Main Menu.

FIFA WORLD CUP

EA - (21) - 06 - TIPPED (01)

To milk a little extra longevity out of this officially endorsed cash cow, why not try unlocking a few of the extra teams. You can't enter them into the World Cup (what a shame), but they are fun to hammer lesser opposition with.

Unlock New Teams

To unlock a few extra All-Star teams in Friendly Mode you must first win the World Cup with teams from different regions. Such as...

Hidden Team

All-Europe
All-America
All-Africa

Win As

European team
South American team
African team

FREEKSTYLE

EA SPORTS - (23) - 06 - TIPPED (02)

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing out on in the meantime!

MASTER CODES

Unlock All Characters: POPULATE
Unlock All Tracks: TRAKMEET
Unlock All Bikes: WHEELS
Unlock All Outfits: YARDSALE
Unlock Everything: LOKSMITH

TRACK CODES

Unlock Burn It Up: CARVEROK
Unlock Gnome Sweet Gnome: CLIPPERS
Unlock Let It Ride: BLACKJAK
Unlock Rocket Garden: TODAMOON
Unlock Crash Pad: WIDOPEN
Unlock The Burbs: TUCKELLE

COOL CODES

Acid Racing: WCHKPRS
Always Freekout Time: ALLFREEK
No Bikes: FLYSOLO

MIKE METZGER CODES

Unlock Ecco MX Outfit: HELLOOOO
Unlock All Tatted Up Outfit: BODYART
Unlock Bloodshot Bike: EYEDROPS
Unlock Rock Of Ages Bike: BRRRRRAP
Unlock Rhino Rage Bike: SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit: RIPPED
Unlock Commander Outfit: SOLDIER
Unlock Mulisha Man Bike: WHATEVER
Unlock Heavy Metal Bike: HEDBANGR
Unlock Dominator Bike: WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit: THNKPINK
Unlock Red Hot Outfit: SPICY
Unlock Hot Stuff Bike: OVENMITT
Unlock Trend Setter Bike: STYLIN
Unlock Seducer Bike: GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit: KIDSGAME
Unlock UFO Racer Outfit: INVASION
Unlock Amore Bike: HEREIAM
Unlock Disco Tech Bike: SPARKLES
Unlock 211 Bike: TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante: COOLDUDE
Unlock Tiki Outfit: WINGS
Unlock Tankin' It Outfit: NOSLEEVE
Unlock Gone Tiki Bike: SUPDUDE
Unlock Island Spirit Bike: GOFLOBRO
Unlock Hang Loose Bike: STOKED

MIKE JONES CODES

Unlock Mike Jones: TOUGHGUY
Unlock Blue Collar Outfit: BABYBLUE
Unlock High Roller Outfit: BOXCARS
Unlock Beater Bike: KICKBUTT
Unlock Lil' Demon Bike: HORNS
Unlock Flushed Bike: PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson: BLONDIE
Unlock Warming Up Outfit: LAYERS

GAUNTLET: DARK LEGACY

MIDWAY - (08) - 05 - TIPPED N/A

To activate these cheats, enter the cheat code as a character's name:

CHEAT	CODE
Invincibility	INVULN
Nine potions and keys	ALLFUL
10,000 gold/level	10000K
Run quickly	XSPEED
Throw quickly	QCKSHT
Permanent super shot	SSHOTS
Permanent triple shot	MENAGE
Permanent reflect shot	REFLEX
Permanent Pojo the chicken	EGG911
Permanent anti-death	IANGEL
Permanent invisibility	0000000

FULL HEALTH

(R), (R), (L), (L), ←, ↓, →, ↑, ←, ↓, →, ↑

FULL ARMOUR

(R), (R), (L), (L), ←, ↓, →, ↑, ←, ↓, →, ↑

MORE MONEY

(R), (R), (L), (L), ←, ↓, →, ↑, ←, ↓, →, ↑

DESTROY ALL CARS

(R), (R), (L), (L), (R), (R), (A), (D), (C), (A), (R), ←

BETTER DRIVING SKILLS

(L), (L), (R), (L), ←, (L), (L), (A)

INCREASED GORE

(C), (L), (C), D, (L), (L), (A), →, (L), (X)

FOG

(L), (R), (L), (R), (R), (L), (R), (X)

OVERCAST SKIES

(L), (R), (L), (R), (R), (R), (L), (R), (C)

SILVER

GRAN TURISMO 3: A-SPEC

SCEE - (09) - 09 - TIPPED (01)

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold **(L) + (L)** and the word will change to 'Professional'. A much more challenging race is assured to push you to the limit.

Permanent X-ray vision	PEEKIN
Permanent full turbo	PURPLE
Permanent shrink enemy and growth	DELTA
Dwarf: ice general	ICE600
Dwarf: S&M outfit	NUDO69
Jester: stick man, smiley face	STX222
Jester: stick man, green mohican	PNK666
Jester: stick man, baseball cap	KJH105
Knight: battle general	BAT900
Knight: ninja	TAK118
Knight: quarterback	RIZ721
Knight: pigtails and orange skirt	KAO292
Knight: black cape	DARTHC
Knight: blady	STG333
Knight: jeans and baseball bat	CSS222
Knight: baggy grey shirt	NRV984
Knight: blue top and baseball cap	DIB626
Knight: black, twin scythes	SJB964
Valkyrie: Japanese schoolgirl	AYA555
Valkyrie: cheerleader	CEL721
Valkyrie: town general	TWN300
Warrior: rat head	RAT333
Warrior: mountain general (orc)	MTN200
Warrior: castle general (ogre)	ICE600
Wizard: sky general (alien)	SKY100
Wizard: desert general (pharaoh)	DES700
Wizard: Garm	GARM99
Wizard: robed Garm	GARM00
Wizard: dungeon master	SUM224

GIANTS: CITIZEN KABUTO

INTERPLAY - (15) - 06 - TIPPED N/A

Simply enter these codes as names on the Password screen.

CHEAT	CODE
Cheat menu	ALPUN
Invincibility	MOLTOR
Level select	MBP4UJP
Infinite ammo	FALLOUT
Infinite fuel	38HK
Infinite Mana	BGDA
Front view	XTRASEE
Pretty graphics	DOROTHY
Level select	MBP4UJP
Infinite Mana	BGDA
Front view	XTRASEE
Pretty graphics	DOROTHY
Level select	MBP4UJP
Infinite Mana	BGDA
Front view	XTRASEE
Pretty graphics	DOROTHY
Level select	MBP4UJP
Level select	MBP4UJP

SELECT AWARDS

The cars you are awarded for winning a series aren't totally random. If you press **↑, ↓, ←** or **→** when a silhouetted car has a large black circle flashing underneath then that car will be selected as your next award. Timing is crucial though because those black circles don't stay long!



CAN'T GET ENOUGH GT3? THEN GET THE COMPLETE AND OFFICIAL PLAYER'S GUIDE FROM PIGGYBACK [AVAILABLE IN ALL VIDEOGAME RETAIL OUTLETS].

SILVER

HALF-LIFE

VIVENDI - (14) - 09 - TIPPED N/A

CHEAT	CODE
Invincibility	←, (R), ↑, (A), →, (R), ↓, (X)
Unlimited ammo	(X), ←, (R), ↓, (X), ←, (R)
Slow motion	→, (R), ↑, (A), →, (R), ↑, (A)
Invisibility	←, (R), →, (R), ←, (R), →, (R)
Alien mode	↑, (A), ↑, (A), ↑, (A), ↑, (A)
Low gravity	↑, (A), ↓, (X), ↑, (A), ↓, (X)

Infinite Mana	BGDA
Front view	XTRASEE

GRADIUS III & IV

KONAMI - (01) - 02 - TIPPED N/A

FULL DOUBLE SHOT POWER-UP

After pausing, press **↑, ↑, ↓, ↓, ←, →, ←, →, (R), (A)**. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP

After pausing, press **↑, ↑, ↓, ↓, ←, →, ←, →, (X), (C)**. You will hear a sound to confirm correct entry.

CUBE ATTACK (GRADIUS III)

Get to Stage 9 to unlock Cube Attack in Extra Mode.

FIRST GRADIUS STAGE (GRADIUS III)

Let the Stage 10 boss hit you with a shot and the first Gradius Stage will be unlocked in Extra Mode.

EXTRA EDIT MODE (GRADIUS III)

Either play the game for ten hours or complete it to unlock Extra Edit Mode.

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this mode.

STAGE SELECT (GRADIUS IV)

Finish the game without the aid of any continues to unlock this mode.

GRAVITY GAMES

MIDWAY - (N/A) - N/A - TIPPED (03)

Wow the crowds at these extreme Olympics by getting your greasy mits on the hottest bikes and the phattest terrain - all by entering these codes on the Cheats screen in the Options menu.

Unlock everything	LOTACRAP
Max stats	MAXSTATS
All bikes	PIKARIDE
Dennis McCoy's stats	DMCDMAN
Play as Bobby Bones	BONEGUY
Play as Bird Brains	FLYAWAY
Play as Hotty Babe	BADGIRL
Play as Angus Sigmund	SIGMAN
Play as Ramp Granny	OLDLADY
Oil Refinery level	OILSPILL
Train Depot level	CHOOCHOO
Museum District level	ARTRIDER
Museum District Competition	ARTCOMP
Fuzzy's Yard level	FUZYDIRT
Mount Magma level	VOLCANO
Gravity Games Street level	PAVEMENT
Gravity Games Vert level	GGFLYER
Gravity Games Dirt level	MUDPUDLE
Andre Ellison's FMV sequence	ANDFMV
Dennis McCoy's FMV sequence	DMCFMV
Jamie Bestwick's FMV sequence	JAMFMV
Leigh Ramsdell's FMV sequence	LEIFMV
Mat Berringer's FMV sequence	MATFMV
Reuel Erikson's FMV sequence	REUFMV
Fuzzy Hall's FMV sequence	FUZFMV

BRONZE

GRAND THEFT AUTO 3

ROCKSTAR - (13) - 08 - TIPPED (01)

To activate these cheats, enter them during play. A message will confirm entry.

GET THE TANK

(C)x6, (L), (R), (L), (A), (C), (A)

GET THE DODO CAR

→, (R), (C), (L), (R), ↓, (L), (L)

LOWER WANTED LEVEL

(R), (R), (L), (R), ↑, ↓, ↑, ↓, ↑, ↓

HIGHER WANTED LEVEL

(R), (R), (L), (R), ←, →, ←, →, ←

ALL WEAPONS

(R), (R), (L), (R), ←, ↓, →, ↑, ←, ↓, →, ↑

THE CHEAT LIST

THE ATOZ OF PS2 CHEATS

BRONZE

INTERNATIONAL SUPERSTAR SOCCER

KONAMI (01) 08 TIPPED N/A

UNLOCK HIDDEN TEAMS

On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ⊙. If the code has worked, two All-Star teams will be unlocked on the team selection screen.

SILVER

JAK & DAXTER

SCEE (15) 09 TIPPED (03)

SPECIAL ENDING

You need to collect at least 100 Power Cells before completing the game to see a special ending.

GUN GRIFFON BLAZE

SWING! (03) 07 TIPPED N/A

UNLOCK TYPE-9

Earn 13 medals.

UNLOCK TYPE-13

Earn 41 medals.

UNLOCK JAGDPANTHER

Earn 25 medals or six million points.

GT CONCEPT

SCEE (23) 06 TIPPED (01)

JAPANESE MOVIE

Once all the Normal Level stages have been completed, the Japanese opening movie of GT Concept can be viewed by selecting the left-hand prize on the Game Status screen. So sit back in a comfy chair, put on your very best smug look and enjoy!

TOYOTA POD RACE

Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, but heck, it's a freebie.

VIEW END CREDITS

Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second

prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC

Once all the Normal Level stages have been completed, players can add 10 million credits to their GT3 A-Spec game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL

Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down ⊞ and ⊞. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

HEADHUNTER

SCEE (16) 07 TIPPED N/A

STAR LOCKER

Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices. It contains all the weapons in the game and unlimited ammo!

JEREMY MCGRATH SUPERCROSS WORLD

ACCLAIM (16) 03 TIPPED N/A

Enter the following two codes on the Main Menu screen. If the code has worked then you'll see the bottom-left corner of the screen flash.

CHEAT

Moon gravity ↑, ↑, ↑, ↑, ⊞, ⊙
Unlimited turbo ⊞, ⊞, ⊙, ⊙, ⊙, ⊙

CODE

JONNY MOSELY MAD TRIX

300 (18) 04 TIPPED N/A

UNLOCK EVERYTHING

At the 'Press Start' screen press and hold the following combination: ⊞ + L3 + ⊞ + ↓ + ⊙ + ⊙ + START. Now everything the game has to offer is at your fingertips. Woo hoo!

KENGO: MASTER OF BUSHIDO

UBISOFT (07) 06 TIPPED N/A

PLAY AS A STUDENT

Press and hold ⊞ + ⊞ + ⊞ + ⊞ when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students.

BRONZE

LE MANS 24 HOURS

INFOGRADES (09) 08 TIPPED N/A

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat of your choice.

CHEAT	CODE
All tracks	SPEEDY
All cars	ACO
All Championships	NUMBAT
Le Mans Mode	WOMBAT
View Credits	HEINEY

UNLOCK HIDDEN CHARACTERS

Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes.

CONFUSE OPPONENT

During Versus Mode, repeatedly press ⊗ + ⊙ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

EA (04) 07 TIPPED N/A

PLAY AS THE WEST

Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE

Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle from any of the previous you fought as either the East or the West.

KNOCKOUT KINGS 2002

EA SPORTS (19) 07 TIPPED N/A

Complete the game using a character that you have created to unlock a cheat. Up to five cheats can be unlocked using this method.

LEGACY OF KAIN: BLOOD OMEN 2

ED05 (20) 06 TIPPED (01)

CHEAT DEATH

Press ⊞, ⊞, ⊞, ⊞, ⊙, ⊙, ⊙, ⊙ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK

During your jump attack, hold ⊞ then select 'Berserk'. Release ⊞ and then hold ⊞. Kain should now draw his weapon and hit them with it.

LEGACY OF KAIN: SOUL REAVER 2

ED05 (14) 07 TIPPED N/A

BONUS MATERIALS

At the Main Menu press ←, ⊙, →, ⊙, ↓, ⊙, ⊗.

BRONZE

LMA MANAGER 2002

CODEMASTERS (20) 08 TIPPED (01)

To become an instant 'Fergie', simply enter these cheat codes as names...

Cheat	Code
More money	MINTED
Auto-select tactics	NO BRAINER
90% skill	AWESOME
Run faster	HYPERACTIVE
Win every game	RUN OF FORM
Buy any player	FANTASY
Fast stadium construction	QUICK DRY
Quick healing	HEALING HANDS
Blind referee	MUST BE BLIND

BRONZE

MADDEN NFL 2001

EA SPORTS (01) 08 TIPPED N/A

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historical player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. There are five levels of feats to achieve and you get more tokens for achieving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD

If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK

You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS

To always opt to receive the kick-off, press ⊞ before anything appears on the coin toss screen and you'll win every time!

If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply go back out and try again.

LEGENDS OF WRESTLING

ACCLAIM (17) 05 TIPPED N/A

At the Main Menu, enter this to unlock every wrestler: ↑, ↑, ↓, ↓, ←, →, ←, →, ⊙, ⊙, ⊙.

LEGO RACERS 2

LEGO (14) 05 TIPPED N/A

For extra characters, tracks and perspectives, try these block rockin' cheats!

RACE AS AN ALIEN

At the Main Menu, press: →, ←, →, ↑, ↓, ←, →, ↑, ↑.

UNLOCK MARS TRACKS

Pause the game and press: ←, ←, →, →, ←, ←, →, →, ↓, ←, →.

WIDE-ANGLED MODE

Pause the game and press: ←, ←, ←, →, →, →, ↑, ↑, ↓, ↓, ↓, ←, ←, ←, →, →, →.

LOTUS CHALLENGE

VIRGIN (14) 05 TIPPED N/A

You need to get first place in all the Championship Races and complete all of Jack and Zoe's challenges to

BRONZE

KLONOA 2: LUNATEA'S VEIL

SCEE (13) 08 TIPPED N/A

UNLOCK MOMETSUTO

Successfully complete the game and you'll unlock Mometsuto as a playable character.

BOSS BATTLE

Successfully complete the fairground levels to unlock a new area that allows you to battle against previously defeated bosses. Like, you'd want to!

BONUS LEVELS

Collect six stars in any level to be awarded a Momett doll. When you accumulate eight and then 16 of these dolls, two new bonus levels will be opened up.

UNLOCK THE GALLERY

Successfully complete the fairground levels to unlock a new option called 'Gallery'. If you collect all 150 gems in a level, that level's pictures will be added to the Gallery.

MUSICAL BOX

Complete each of the bonus levels to unlock a selection of jolly tunes in the Music Box option.



BRONZE MAXIMO

CAPCOM (18) 08 TIPPED N/A

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode.

When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.

To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press X, X, A), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier

unlock all of the cars and the chance to race in Reverse Mode.

MATT HOFFMAN'S PRO BMX 2

UNIVERSAL (25) 07 TIPPED (N/A)

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen (when the camera is panning around the riders) and you'll hear a sound if they have worked.

Unlock Elvis gear (X, X, X, X, X, X)
 Unlock padded gear (X, A, X, X, X, X)
 Unlock Day Smith (X, X, X, X, X, X)
 Unlock Vanessa (X, X, X, X, X, X)
 Unlock Big Foot (X, X, X, X, X, X)
 Unlock Volcano (X, X, X, X, X, X)
 Unlock The Mime (X, X, X, X, X, X)
 Unlock Tiki Battle (X, X, X, X, X, X)
 Unlock Day Flatland movie (X, X, X, X, X, X)
 Unlock Big Ramp movie (X, X, X, X, X, X)

SILVER MEDAL OF HONOR: FRONTLINE

EA (21) 09 TIPPED (01)

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo: TPDOMOHTON
 Silver Bullet: WHATYOUGET
 Bullet Shield: BULLEZAP
 Perfectionist: URTHAMAN
 Invisible Enemy: WHEREUR
 Achilles Head: GLASSJAW
 Rubber Grenades: BOING
 Men With Hats: HABRDASHR
 Get Gold Star: MONKEY
 Snipe-O-Rama: LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press [Enter] and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

BRONZE MDK2: ARMAGEDDON

INTERPLAY (07) 08 TIPPED N/A

INVINCIBILITY

Pause the game at any time, then hold [X] + [Y] and press [Up], [Up], [Down], [Down], [Left], [Left], [Right], [Right], [A], [A], [A]. Then finally hold down Y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold [X] and press [Up], [Up], [Up], [Up]. The action will now be slower.

KURT IN BOXER SHORTS

At the main menu, hold [X] + [Y] and press [X], [A], [X]. Kurt will now appear in the game in only his pants!

PANNING CAMERA

Pause the game, hold [X] + [Y] and press [X], [X].

(X, X)

CRAZY CAMERA

Pause the game, hold [X] + [Y] and press [X], [X], [X], [X].

FIXED CAMERA

Pause the game, hold [X] + [Y] and press [X], [X], [A].



MAX PAYNE

ROCKSTAR (18) 07 TIPPED (02)

INFINITE HEALTH

Pause the game during play. Now press [X], [X], [X], [X], [X], [X], [X], [X]. You will need to re-enter this cheat at certain points in the game.

ALL WEAPONS

Pause the game during play. Now press [X], [X], [X], [X], [A], [X], [X], [X]. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT

Press [Start] during play to return to the Main Menu. Now enter [Up], [Down], [Left], [Right], [Up], [Down], [X]. Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

MEGAMAN X6

CAPCOM (N/A) N/A TIPPED N/A

A couple of X-cellent extras to unlock in Capcom's likeable platform shooter...

UNLOCK X'S ULTIMATE ARMOUR

At the main menu, press [Left], [Left], [Left], [Right]. If you entered the code correctly, you will hear a sound and [X] will begin the game with the Ultimate Armour.

DARK REVIVED HUNTER

At the main menu, press [X], [X], [X], [X]. If you entered it correctly, you'll hear a sound. Now start a new game and find Revived Hunter. He'll now be in his Dark form.

MEN IN BLACK 2: ALIEN ESCAPE

INFOGRAMES (24) 04 TIPPED (01)

Enter any of the following codes on the 'Press Start' screen. If the code has worked then the lettering will flash to confirm.

Invincibility
 [X], [X], [A], [Up], [X], [X], [Left], [X], [X], [X]
 All weapons
 [Up], [Down], [X], [X], [A], [A], [Left], [X], [X], [Right]
 Level select
 [X], [A], [Left], [X], [X], [X], [Left], [Up], [X], [Down], [X], [X]
 Full bolt
 [Left], [Right], [Up], [Down], [X], [X], [A], [X], [Left], [Down], [X], [X]
 Full spread
 [X], [X], [X], [X], [Down], [Up], [X], [Right], [Left], [X]
 Full homing
 [Right], [Up], [X], [X], [Left], [Left], [X], [Left], [X]
 Full beam
 [Left], [X], [A], [Right], [X], [X], [Left], [X], [X], [A]
 Full area effect
 [Left], [X], [A], [Up], [X], [Down], [X], [X], [Left], [X]
 No power-up drops
 [Down], [Up], [X], [X], [2], [Up], [X], [X], [X], [p], [r], [X]
 Boss mode
 [X], [A], [Down], [X], [X], [X], [Left], [X], [Right], [A], [X], [X]
 Training missions
 [X], [Up], [X], [Left], [X], [X], [X], [X], [Right], [X], [r], [X]
 Agent data
 [Up], [Down], [X], [X], [Left], [X], [Right], [X], [X], [Down], [Up], [X]
 Alien data
 [X], [X], [X], [X], [Down], [A], [X], [Right], [X], [Left], [X], [A]
 'Making Of' feature
 [X], [X], [X], [X], [A], [Down], [X], [X], [Right], [X], [X], [Up]

MIDNIGHT CLUB

ROCKSTAR (01) 04 TIPPED N/A

CARS FROM SMUGGLER'S RUN

Save a game of Smuggler's Run (also an Angel Studios game) to PS2 memory card and use the same card with Midnight Club. By doing this, you will unlock the Dune Buggy. A message will confirm that this neat little trick has worked.

MANHATTAN POLICE

Complete Manhattan level ten in Head-2-Head Mode.

LONDON POLICE

Complete London level ten in Head-2-Head Mode.

ALL CRUSEROS

Complete Manhattan levels one, four and seven in Head-2-Head Mode.

ALL JONES

Complete Manhattan levels two, five and eight in Head-2-Head Mode.

ALL PIRANHA

Complete Manhattan levels three and six in Head-2-Head Mode.

ALL PTS

Win the first, fourth and seventh Head-2-Head races.

ALL MODICUMS

Win the third, sixth and ninth Head-2-Head races.

ALL ASCENTS

Win the second, fifth and eighth Head-2-Head races.

LONDON'S BONUS CARS

Win the 11th, 12th, 13th, 14th and 15th Waypoint races in London in Arcade Mode to unlock the Alpha, Double Decker Bus, Black Taxi and Crown Mail Truck.

MANHATTEN'S BONUS CARS

Win the 11th, 12th, 13th, 14th and 15th Watpoint races in New York in Arcade Mode to unlock the Beta, Bus, Ice Cream Truck, Meter Maid and Florenza II.

TYPE-S

Enter Career Mode, defeat all the hookmen in New York, fly to London then defeat all three hookmen there. When you finally defeat the world champ, the Type-S will be unlocked and rolled into your Arcade garage. A handsome reward.

MIKE TYSON HEAVYWEIGHT BOXING

CODEMETERS (21) 07 TIPPED (01)

Rather than painstakingly climbing up the ranks and risking a severe beating at the club-like hands of the title holders, you can unlock all the hidden modes, boxers and fighting areas by pressing [X], [X], [X], [X] on the 'Press Start' screen. Also, to make the boxers look even prettier, try entering any of these appearance-altering cheats on the 'Press Start' screen...

CHEAT.....CODE
 Big Head Mode.....[X], [X], [Up], [Down]
 Flat Mode.....[Down], [Up], [X], [X]

BRONZE NFL QUARTERBACK CLUB 2002

ACCLAIM (13) 08 TIPPED N/A

UNLOCK STEVE YOUNG

Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN

Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO

Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON

Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR

Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT

Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY

This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY

Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS

Notch 500 passing yards in a single game.

BRONZE NHL 2001

EA (02) 08 TIPPED N/A

SUPER DEFENSE

Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE

Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE

Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

THE CHEAT

THE ATOZ OF PS2 CHEATS

BRONZE

ONIMUSHA WARLORDS

CAPCOM (09) 08 TIPPED N/A

UNLOCK ONI SPIRITS

Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE

If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

New Boxer Textures.....(L), (R), (X), (X), (A), (X)
Small Head Mode.....(L), (R), (X), (X), (A), (X)
Super Mutant Mode.....(L), (R), (X), (X), (A), (X)

MONSTERS INC

SCEE (17) 04 TIPPED (02)

Graduate from the Monster Academy in no time with these awesome new cheat codes. You access them in the main game, but be sure to hold down (L) and (R) before entering them.

CHEAT	CODE
99 lives	(L), (R), (X), (X), (A), (X)
Full health	(L), (R), (X), (X), (A), (X)
Full scare meter	(L), (R), (X), (X), (A), (X)
Full health	(L), (R), (X), (X), (A), (X)

MOTO GP

SCEE (03) 07 TIPPED N/A

UNLOCK KLONOA

Win Challenge 22 to unlock Klonoa as a rider.

MOTOR MAYHEM

INFOGRAMES (13) 05 TIPPED N/A

SANTA HATS

Set the system date to any date between 21st and 25th of December to unlock this cheat. Alternatively, wait to play this game just before Christmas... Of course, the choice is yours!

DOWNTOWN LEVEL

You need to conquer the Eliminator Levels on Normal skill level to unlock this track in Multiplayer and Quick Battle Modes.

CITY CANAL LEVEL

Complete the Deathmatch Levels on Normal skill setting to open this track for use in Multiplayer and Quick Battle Modes.

PLAY AS BUZZSAW

Win the Eliminator and Deathmatch Titles with the same character on Normal skill setting to unlock this character.

MR MOSKEETO

EIDOS (20) 06 TIPPED N/A

We don't know what Eidos were thinking when they chose to release this bizarre Japanese title, but here are some codes that don't suck!

MOTHER MOSQUITO

On the Character Select Screen, hold (L) and press (L), (R), (X), (X), (A), (X). If the code has worked you'll hear a shout.

FATHER MOSQUITO

At the Character Select Screen, enable the Mother Mosquito code. Then, hold (L) and press (L), (R), (X), (X), (A), (X). If the code has worked you will hear a shout.

UNLOCK EXTRA COSTUMES

Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press (L) to raise and lower your mask if you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING

Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly massacre them. The more souls you absorb, the better the chances of getting the top ranking are!

DOCTOR MOSQUITO

At the Character Select Screen hold (L) and press (L), (R), (X), (X), (A), (X). If the code has worked you'll hear a shout.

HIDDEN GAME

If you get bored of blood sucking in Mr Moskeeto, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold (L) + (R) after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles. You can push (L) to move forward, (X) to jump and, when your power meter is full, you can also press (A) to unleash a super charge attack. Another way to access this game is to hold (L) and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't!

MX2002

THQ (12) 07 TIPPED N/A

LEVEL SELECT

Start a new game in Two-Player Mode. Have player one hold down (L) + (R) and press (L), (R), (X), (X), (A), (X) and have player two hold (A) + (L) + (R) + (X). A option to select your track should appear.

ALL THE RIGHT MOVES

Here is a selection of daring stunt moves with which to blow the crowd clean off their feet!

MOVE	COMMANDS
Bar Hop	Hold trick and press (L), (R)
Can Can	Hold trick and press (L), (R)
Cat Nac	Hold trick and press (X), (L), (R)
Catwalk	Hold trick and press (L), (R)
Cliff Hanger	Hold trick and press (L), (R)
Coffin	Hold trick and press (L), (R)
Cordova	Hold trick and press (L), (R)
Disco Can	Hold trick and press (L), (R)
Heart Attack	Hold trick and press (X), (L), (R)
Heel Clicker	Hold trick and press (L), (R)
Helicopter	Hold trick and press (X), (L), (R)
Indian Air	Hold trick and press (X), (L), (R)
Kiss Of Death	Hold trick and press (X), (L), (R)
La-Z-Boy	Hold trick and press (L), (R)
McMetz	Hold trick and press (L), (R)
Mulisha Air	Hold trick and press (X), (L), (R)
Nac Nac	Hold trick and press (L), (R)
No Hander	Hold trick and press (L), (R)
Nothing	Hold trick and press (L), (R)
Pendulum	Hold trick and press (L), (R)
Rocket Air	Hold trick and press (X), (L), (R)
Rodeo Air	Hold trick and press (L), (R)
Saran Wrap	Hold trick and press (L), (R)
Seat Grab	Hold trick and press (X), (L), (R)
Superfly	Hold trick and press (X), (L), (R)
Superman Indian	Hold trick and press (X), (L), (R)
Surfer	Hold trick and press (L), (R)
Switchblade	Hold trick and press (L), (R)

NASCAR 2001

EA SPORTS N/A N/A TIPPED N/A

TREASURE ISLAND TRACK

Win a season on Veteran difficulty setting.

BLACK BOX CLASSIC CAR

Triumph in the Short Track Challenge.

BLACK BOX EXOTIC CAR

Win the Half Season.

EA SPORTS CAR

Win the Road Course Challenge.

EA.COM CAR

Get first place in the Superspeedway Shootout on either Veteran or Legend difficulty setting.

To access the cheats in our list you first need to select Credits from the Main Menu and then choose Development at the Options Menu. Wait for the FMV to play and then enter a code.

CHEAT CODE

Proving Grounds track
Hold (L) and then press (L), (R), (X), (X), (A), (X)
Treasure Island track
Hold (L) and then press (L), (R), (X), (X), (A), (X)
Play as KC Monoxide
Hold (L) and then press (L), (R), (X), (X), (A), (X)
Play as 'Shorty' Leung
Hold (L) and then press (L), (R), (X), (X), (A), (X)
Play as Jocko Michaels
Hold (L) and then press (L), (R), (X), (X), (A), (X)
Play as Asher Boldt
Hold (L) and then press (L), (R), (X), (X), (A), (X)
Alternate John Andretti's Car
Hold (L) and then press (L), (R), (X), (X), (A), (X)

NBA HOOPZ

MIDWAY (06) 06 TIPPED N/A

Go to the Vs Option and enter these codes just before the game begins:

CHEAT CODE

Infinite turbo.....(L), (R), (X), (X), (A), (X)
No goal tending.....(L), (R), (X), (X), (A), (X)
Tiny heads.....(L), (R), (X), (X), (A), (X)
No fouls.....(L), (R), (X), (X), (A), (X)
Tiny players.....(L), (R), (X), (X), (A), (X)
Granny shots.....(L), (R), (X), (X), (A), (X)
Beach court.....(L), (R), (X), (X), (A), (X)
Street court.....(L), (R), (X), (X), (A), (X)
No hotspots.....(L), (R), (X), (X), (A), (X)
Show shot %.....(L), (R), (X), (X), (A), (X)
Show hotspot.....(L), (R), (X), (X), (A), (X)
Big heads.....(L), (R), (X), (X), (A), (X)
ABA ball.....(L), (R), (X), (X), (A), (X)
Midway uniform.....(L), (R), (X), (X), (A), (X)
Home uniform.....(L), (R), (X), (X), (A), (X)
Away uniform.....(L), (R), (X), (X), (A), (X)
Alternate uniform.....(L), (R), (X), (X), (A), (X)

NBA LIVE 2001

EA SPORTS (05) 06 TIPPED N/A

INCREASE STAR STATS

Press (L) to access the Active Menu from the Main Menu, then select 'Roster', then 'Edit Player'. A star player will appear if your 'Create A Player' list has

no entries. Press (L) to increase the player's stats at the 'Edit Player' screen. To choose a different player, press (L) to return to the 'Create A Player' list. Then press (L) and change to another player.

ALL DA MOVES

Check out these flashy moves to use in One-On-One mode which will humiliate your opponent...

MOVE	COMMANDS
Strong pass	(L) + (X)
Between the legs	(L) + (X)
Rolling pass	(L) + (X)

BREAK THE BACKBOARD

Hang onto the rim and press:

(L), (X), (L), (L), (X), (L)

NBA STREET

EA BIG (10) 06 TIPPED N/A

CHEAT MODE

Enter the following icons as codes to accessed the desired cheat in the main game...

EFFECT CODE

No turbo	Deck/Mic/Mic/Board
Authentic uniforms	Ball/Ball/Deck/ Deck/Up
Casual uniforms	Deck/Deck/Ball/ Ball/Up
ABA Socks	Mic/Mic/Mic/Mic/Up
Tiny players	Mic/Ball/Mic/Ball/Up
Big heads	Mic/Deck/Shoe/ Deck/Up
Tiny heads	Mic/Shoe/Ball/ Shoe/Up
Less blocks	Board/Deck/Shoe/ Board/Up
Less steals	Board/Deck/Mic/ Ball/Up
No player indicators	Mic/Ball/Ball/Mic/Up
No shot indicator	Mic/Board/Shoe/ Mic/Up
No shot clock	Mic/Mic/Ball/ Board/Up
No alley-oops	Board/Mic/Deck/ Shoe/Up
No two-pointers	Board/Board/Ball/ Board/Up
No auto replays	Deck/Shoe/Deck/ Deck/Up
WNBA Ball	Ball/Deck/Shoe/ Ball/Up
EA Big Ball	Ball/Deck/Mic/ Ball/Up
Beach ball	Ball/Deck/Board/ Shoe/Up
Football	Ball/Shoe/Deck/ Ball/Up
ABA Ball	Ball/Deck/Deck/ Ball/Up
Medicine ball	Ball/Deck/Deck/ Board/Up
NuFX ball	Ball/Deck/Board/ Ball/Up
Volleyball	Ball/Deck/Deck/ Mic/Up
Mega dunking	Board/Ball/Deck/ Ball/Up
No dunks	Board/Ball/Deck/ Shoe/Up
More gamebreakers	Deck/Mic/Board/ Shoe/Up
Less gamebreakers	Deck/Board/Mic/ Shoe/Up
No gamebreakers	Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'	Deck/Deck/Ball/ Deck/Up
Summertime Joe	Deck/Ball/Ball/ Deck/Up
Athletic Joe	Deck/Shoe/Ball/ Deck/Up
Captain Quicks	Board/Ball/Shoe/ Deck/Up
Explosive rims	Deck/Shoe/Mic/ Ball/Up
Harder distance shots	Shoe/Shoe/Board/ Ball/Up
Easy distance shots	Shoe/Deck/Board/ Ball/Up
Ultimate power	Board/Deck/Deck/ Ball/Up
Mad handles	Board/Shoe/Deck/ Ball/Up
Super swats	Board/Board/Deck/ Ball/Up
Sticky fingers	Board/Mic/Board/ Ball/Up
Player names	Ball/Deck/Shoe/ Board/Up
No HUD display	Deck/Mic/Deck/ Shoe/Up
Disable all cheats	Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS

Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT

Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street.

DRAKE AND THE YARD COURT

Play the City Circuit and reach the Region 3 City Challenge. Defeat Drake's team to unlock him as a playable character and the Yard court.

DJ AND VENICE BEACH COURT

Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT

Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as

a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM

To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM

To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM

To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM

Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM

Win Hold The Court Mode by completing all of the objectives to unlock a hidden team that comprises of Graylien Alien, Magma Man and Yeti Snowman.

NO-ONE LIVES FOREVER

VIVENDI (19) 07 TIPPED (02)

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press X to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press A to exit.

ONI

ROCKSTAR (05) 07 TIPPED N/A

MASTER CODE

At any time during play, press . Highlight 'Help' and then press . Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

CHEAT	CODE*
Unlimited ammo	(L3, L3, L3, L3)
Ballistic ammo	(L3, R3, L3, R3)
One-hit kills	(L3, R3, L3, R3)
Tiny characters	(L3, R3, L3, R3)
Big characters	(R3, L3, L3, R3)
Big heads	(START, L3, L3, START)
Gatling guns	(L3, L3, L3, L3)
Unlimited Phase Cloak	(L3, R3, L3, L3)

CHARACTER SELECT

Enable the Master code and then press (L3, L3, L3, L3). A sound will confirm that the code has been entered correctly. Keep pressing (L3) to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release. (The L3 and R3 buttons are accessed by pushing the thumbsticks inwards.

ONIMUSHA 2

CAPCOM (25) 09 TIPPED (04)

UNLOCK EASY MODE

Start a game and die three times in a row. If done

correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE

Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS

On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE

If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

OPERATION WINBACK

MIDAS (07) 06 TIPPED (N/A)

UNLOCK MAX POWER MODE

At the 'Press Start' screen hit (L3, L3, L3, L3, L3, L3, L3, L3). Now hold (L3) + (START) to activate the cheat which opens up a new Story Mode with one-shot kills.

UNLOCK TRIAL MODE

At the 'Press Start' screen hit (L3, L3, L3, L3, L3, L3, L3, L3). Now hold (L3) + (START) to activate the cheat which allows you to give any level a trial run.

ALL CHARACTERS IN VERSUS MODE

At the 'Press Start' screen hit (L3, L3, L3, L3, L3, L3, L3, L3). Now hold (L3) + (START) to activate the cheat.

ORPHEN: SCION OF SORCERY

ACTIVISION (01) 04 TIPPED N/A

DEFEAT AVERSION

If defeat is a foregone conclusion, pause the game and select 'Equip' from the menu. You will now resume play at the start of the battle with your energy replenished.

PARAPPA THE RAPPER 2

SCEE (17) 07 TIPPED N/A

DIFFERENT HATS

Blue Hat.....Complete the game once
Pink Hat.....Complete the game twice
Yellow Hat.....Complete the game thrice... er, sorry, that's three times.

RECORD SHOP

Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice.

PARIS-DAKAR RALLY

ACCLAIM (13) 05 TIPPED N/A

Avoid the tedium of actually playing through the game to unlock the secret cars by entering this quick-fire code...

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 football game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press (A) to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the (A) button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options'. Move controller two across so that you're both on the same team.

The game wasn't really up to much, but at least you can prolong your enjoyment slightly with this new code. Simply start a new race and enter your name as ILUMBERJACK to unlock all of the hidden cars contained in the game.

PIRATES: THE LEGEND OF BLACK KAT

JVC (19) 03 TIPPED (01)

The following cheat codes can be entered at any point during play, simply hold down (L3) + (R3) and then bash them in for instant results.

CHEAT

Invincibility for Katarina

Invincibility for Wind Dancer

Reveal all treasure chests

All treasure chest keys

Wind Dancer

Unlimited wind boost

Katarina's next sword

High pitched voices

CODE

(X, L3, A, R3, L3, L3, L3, L3)

(L3, A, L3, R3, L3, L3, L3, L3)

(R3, X, A, L3, L3, L3, L3, L3)

(L3, L3, L3, L3, L3, L3, L3, L3)

(L3, A, R3, L3, X, L3, L3, L3)

(L3, L3, L3, L3, L3, L3, L3, L3)

(X, L3, L3, L3, L3, L3, L3, L3)

(R3, L3, L3, L3, L3, L3, L3, L3)

KANE POISON HEAD

Hold down (L3) + (R3) at any time during play and then press (A, L3, L3, L3, L3, L3, L3, L3). The poison status will now be indicated by the head of Kane from Command & Conquer.

ALTERNATE GLACIAL GULF MUSIC

Hold down (L3) + (R3) at any time during play and then press (L3, X, A, L3, L3, L3, L3, L3). The music from SSX when sliding down in Glacial Gulf.

EXTRA GOLD

Hold down (L3) + (R3) at any time during play and then press (A, R3, L3, X, L3, L3, L3, L3). Then sail to another map to get the Galleon.

UNLIMITED ITEMS

Hold down (L3) + (R3) at any time during play and then press (A, L3, L3, L3, L3, L3, L3, L3). Once found, an item will be available in unlimited amounts.

REVEAL BURIED TREASURE CHESTS

Hold down (L3) + (R3) at any time during play and then press (L3, X, L3, L3, L3, L3, L3, L3). Green crosses will appear on the Captain's log maps to indicate the location of buried treasure chests.

ALTERNATE KATARINA COSTUMES

The following code requires two players and controllers. Simultaneously hold (L3) + (R3) + (L3) on controller one and (L3) + (R3) + (A) + (START) + R3 on controller two. A short sequence of music will confirm correct code entry. Press R3 on controller one to change the value of the numbers that appear on screen, then start a new game or resume a saved game to view the corresponding costume.

The costumes that can be accessed are...

0000:0000	Original costume and hair colour
0000:0001	Blackbeard in purple
0000:0010	Red hair with red and orange bikini
0000:0011	Blue hair with orange and red bikini
0000:0100	Tan, brown hair, orange and yellow bikini
0000:0101	Blonde hair, orange and yellow bikini
0000:0110	Blonde hair, pink bikini
0000:0111	Blue hair, shiny silver bikini
0000:1000	Red hair, black bikini, black stockings
0000:1001	Pink hair, shiny black body suit
0000:1010	Blue hair, shiny copper body suit
0000:1011	Purple hair, shiny silver body suit

POLAROID PETE

JVC (16) 07 TIPPED N/A

BONUS LEVELS

Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

SILVER

QUAKE III REVOLUTION

EA (06) 09 TIPPED N/A

LEVEL SKIP

At any point during a game, hold (L3) + (L3) + (L3) and press (X, L3, L3, L3, L3, L3, L3, L3). If it's been entered correctly, you'll hear a sound and automatically win the match.



POOL MASTER

TAKE 2 (02) 05 TIPPED N/A

EASY AIMING

At the title screen, press (L3, L3, L3, L3, L3, L3, L3, L3). A noise will confirm correct entry. Now head for the Options Menu and put the guideline detail on high. When you enter play, you'll have an aiming aid for the object ball as well which makes potting much, much easier.

PORTAL RUNNER

300 (13) 05 TIPPED N/A

ALL MOVIES & EXTRAS

Go to the Main Menu, hold (L3) and press (L3, L3, L3, L3, L3, L3, L3, L3). You will now find all the movies and extras available in Options Menu.

FULL HEALTH

During play pause the game, hold (L3) and press (L3, L3, L3, L3, L3, L3, L3, L3). You will hear a noise to confirm correct entry.

LEVEL SKIP

During play pause the game, hold (L3) and press (L3, L3, L3, L3, L3, L3, L3, L3). You will hear a noise to confirm correct entry.

PRISONER OF WAR

CODEMASTERS (22) 07 TIPPED N/A

Enter the following codes as case-sensitive passwords for the desired effect...

All levels unlocked.....	ger1eng5
No levels unlocked.....	defaultm
All daily events.....	alltimes
All core events.....	coretimes
No core events except current.....	farleymydog
First person view.....	Boston
Overhead view.....	Foxy
Unlimited money or rocks.....	Dino

UNKNOWN CODES

The following codes can be inputted as case-sensitive passwords and are confirmed to work, we just have no idea what they do. Answers on a bit of lavatory paper.

BRONZE

PRO EVOLUTION SOCCER

KONAMI (14) 09 TIPPED (01)

There's loads of teams to unlock in PES and here's how you do it:

- Classic Holland
- Win the European Cup with Holland
- Classic Germany
- Win the European Cup with Germany
- Classic Europe
- Win the European Cup
- Classic Brazil
- Win the American Cup with Brazil
- Classic Argentina
- Win the American Cup with Argentina
- Europe All Stars
- Win the International Cup with France
- World All Stars
- Win the International League

THE CHEAT LIST

THE ATOZ OF PS2 CHEATS

BRONZE

RAYMAN REVOLUTION

UBISOFT → (02) → 08 → TIPPED N/A

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold **△** + **□** and press **△**, **△**, **△**, **△**, **△**. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold **△** + **□** and press **△**, **△**, **△**, **△**, **△**. If done correctly, three new multiplayer maps will be unlocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold **△** + **□** and press **△**, **△**, **△**, **△**, **△**. If done correctly, the names will appear above the players.

Unknown code #1.....Dt
Unknown code #2.....Togsavcan0

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

CHEAT	OPTION	CODE
Change guard size	Size	Muffin
Change guard awareness	Awareness	Quincy
Cannot be shot	Defiance	Defiance

PRO RALLY 2002

UBI SOFT → (21) → 05 → TIPPED (04)

Enter any of the following codes as a driver name for the desired effect.

Unlock everything	PEROPAVO
Unlock all cars	MACHOMAN
Unlock all tracks	MORATA
All Arcade bonuses	THEMASTER
Unlock all modes	PACMAN
Challenge mode	CUAQUEZ
Trophy mode	MADDUCK
Professional mode	OOOH SI

RAYMAN M

UBI SOFT → (15) → 06 → TIPPED N/A

A feast of cheats for the armless platform hero's latest!

ALL CHARACTERS

Enter PUPPETS as a name, then press **△** + **○** + **△** to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press **△** + **○** + **△** to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press **△** + **○** + **△** to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press **△** + **○** + **△** to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press **△** + **○** + **△** to enter it. A sound will confirm correct code entry.

RC REVENGE PRO

ACCLAIM → (03) → 02 → TIPPED N/A

Input these codes at the Main Menu:

CHEAT	CODE
Unlock all tracks	△ , △ , △ , △ , △
Unlock all cars	△ , △ , △ , △ , △
Unlock next cup	△ , △ , △ , △

READY 2 RUMBLE BOXING: ROUND 2

MIDWAY → (01) → 07 → TIPPED N/A

MASTER CODE

At the Character Select Screen, press **←**, **→**, **←**, **←**, **→**, **↑**, **↓**, **△**, **△**, **△**, **△**, **△**. If the cheat has worked then all characters and cheats will be unlocked, saving you hours of play.

BRONZE

RED FACTION

EA → (08) → 08 → TIPPED N/A

To get 100% accuracy with any gun in Red Faction, hold **↑** on the d-pad when you shoot – your bullets will always hit their target.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

CHEAT AND CODE

All characters.....**←**, **←**, **→**, **△**, **←**, **→**, **→**, **△**x2, **△**
Championship costumes.....**←**, **↓**, **→**, **→**, **↑**, **△**, **△**, **△**x20, **△**
Holiday costumes.....**←**x2 **↓**, **→**, **↑**, **△**x8, **△**, **△**x4, **△**
All training.....**←**, **↓**, **↑**, **↓**, **↑**, **△**x20, **△**
New Year's Day secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**, **△**
Valentine's Day secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x2, **△**
St Patrick's Day secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x3, **△**
Easter secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x4, **△**
Independence Day secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x5, **△**
Halloween secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x6, **△**
Thanksgiving secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x7, **△**
Christmas secrets.....**→**, **↑**, **↓**, **↓**, **↓**, **△**x8, **△**
Thin boxers.....**→**, **→**, **↑**, **↓**, **→**, **△**, **△**
Fat boxers.....**→**, **→**, **↑**, **↓**, **→**, **△**x2, **△**
Faster speed.....**→**, **↑**, **↓**, **→**, **△**x4, **△**
Zombie boxers.....**←**, **→**, **↓**, **△**x2, **△**
Big gloves.....**←**, **→**, **↑**, **↓**, **△**, **△**

EXTRA CAMERA ANGLES

At the Character Selection Screen, press **△**x20, **△**, **△**, **△**x18, **△**, **△**x9, **△**, **△**x14, **△**, **△**x5, **△**, **△**x9, **←**, **→**, **↑**, **↓** and **△**. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press **△**x20, **△**, **△**, **△**x18, **△**, **△**x9, **△**, **△**x14, **△**, **△**x5, **△**, **△**x9, **←**, **→**, **↑**, **↓** and **△**. If the cheat has worked then you'll hear a sound.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press **△**, **△**, **↓**, **↑**, **←**, **△**, **△**, **△**, **△**.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press **△**, **△**, **△**, **↓**, **↑**, **←**, **△**, **△**, **△**, **△**.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press **△**, **△**, **△**, **△**, **△**, **△**, **△**, **△**, **←**, **→**, **↑**, **↓**.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON

At the Character Selection Screen, press **△**x13, **△**, **△**x10, **△**. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

CHARACTER	XS COMPLETE
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN

To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

COSTUME	DATE
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

SILVER

REZ

SCREE → (16) → 09 → TIPPED N/A

AREA 5

Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA

Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION

Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS

These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES

Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW

Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW

Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW

Rank top in four areas in Score Attack Mode.

FIRST-PERSON VIEW

Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN

Get a 100% rating in any area.

THIRD FORM PLAYER SKIN

Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN

Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN

Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN

Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN

Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

IMMORTALITY MODE

Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers! See ya!!!

REDCARD

MIDWAY → (21) → 06 → TIPPED (01)

UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name. This will unlock all the special teams – including Dolphins, Apes, SWAT, Samurai, Negiseti, Xochicalco, Martians, Matadors, Kraken, and Tonatiuh – plus all the extra stadiums.

UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode.

You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode. You will also unlock the Nova City Stadium.

UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium.

UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode.

RESIDENT EVIL CODE: VERONICA X

CAPCOM → (10) → 09 → TIPPED (01)

UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Luger replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE

Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT EVIL: SURVIVOR 2

CAPCOM → (18) → 04 → TIPPED N/A

There are plenty of extra modes, weapons and characters to unlock, but you'll have to complete the game under certain conditions first.

UNLOCK THE SECRET REPORT

Collect all the messages on each level to unlock the Secret Report.

UNLOCK VS ROACH MODE

Successfully complete the first mission in Dungeon Mode.

UNLOCK THE PANZERFAUST EX

Successfully complete the game in Vs Roach Mode to unlock the Panzerfaust EX in Vs Roach Mode with unlimited ammunition.

UNLOCK CHRIS REDFIELD

Successfully complete Inferno mission six to unlock Chris Redfield with a Linear Launcher with unlimited ammunition in Dungeon Mode.

UNLOCK RODRIGO

Successfully complete all the missions in Dungeon Mode to unlock Rodrigo with only a combat knife in Dungeon Mode.

BETTER PARTNER

Complete the game to raise your partner level to four in Arcade Mode. Complete the game a second time to raise your partner level to eight in Arcade Mode.

RIDGE RACER V

SCEE → (01) → 07 → TIPPED N/A

HUD DISPLAY

Whilst racing, press and hold  until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These are also handy as a cornering tool.

UNLOCK DUEL MODE

Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE

First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Achieve this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE

Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertible against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use in Duel or Time Attack Modes.

UNLOCK MAXIMUM GP MODE

Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS

There are four brand spanking new cars which can be unlocked by beating them in Duel Mode. Here are the cars, the drivers to beat and the courses they are raced against on...

CAR	BEAT	COURSE
Spectre	Pluto	Above The City
Crinale	Devil	Green Field
Rumeur	Spirit	Bayside Line
Angelus	Angel	Sunny Beach

BATTLE ROYAL

By beating all four opponents in Duel Mode, not only will you unlock the four new cars above, but you'll also unlock Battle Royal, which is a straightforward race

EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

FMV	ENDINGS
Spring 200 Tokyo Game show	1
European Trade Show	3
Fall 2000 Tokyo Game Show	5 + Extra

BRONZE

SHADOW OF MEMORIES

KONAMI → (05) → 08 → TIPPED N/A

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

BRONZE

SILENT SCOPE

KONAMI → (01) → 08 → TIPPED N/A

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press  and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press  and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay! An alternative way of accessing this cheat is to press , , , , ,  on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press  and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press , , , , , , , , . Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press , , , , , , , , , , ,  and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a life. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press , , , , , , , , , , ,  and you should hear a gunshot to confirm that

against all four opponents. If you win you'll be awarded a new medal. Woohoo!!!

RUNE: VIKING WARLORD

TAKE 2 → (11) → 04 → TIPPED (04)

GOD MODE

To unlock God Mode, pause the game at any time and press , , , , , 

MAX POWER

To get maximum Rune power, pause the game at any time and press , , , , , 

SCOOBY DOO: NIGHT OF 100 FRIGHTS

THQ → (23) → 06 → TIPPED N/A

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

2002/07/04	Independence day fireworks
2002/12/25	Christmas snowflakes
2002/01/01	New Year's Day fireworks
2002/10/31	Halloween Bats

SILENT SCOPE 2

KONAMI → (14) → 07 → TIPPED N/A

THREE CREDITS

After continuing the game 16 times, you will be able to increase the credits to three on the Options Screen.

the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press , , , , , . Now you can view the action in first-person.

DISABLE AIMING RING

On the Mode Selection Screen, press , , ,  and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press , , , , , , ,  and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press , , , , , , , , and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press , , , , , then hold , press  and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press , , , , and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press , , , , , , , , and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

FOUR CREDITS

After continuing the game 31 times, you will be able to increase the credits to four on the Options Screen.

UNLIMITED CREDITS

After continuing the game 101 times, you will be able to increase the credits to infinite in Options.

ADDITIONAL LIVES

Intentionally lose the game by dying repeatedly to increase the number of lives per credit between four to six. A reward for being really crap... Novell!!!

ADDITIONAL TIME

Intentionally lose the game by allowing the timer to run out repeatedly to increase the time limit you are given on each level. Please see above.

THE SIMPSONS: ROAD RAGE

EA → (15) → 06 → TIPPED N/A

Go to the Options Menu, hold down the  and  buttons and then press any of the following button sequences for the desired effect. If the code has worked you'll hear a sound.

CHEAT	CODE
Extra money	 ,  ,  , 
More camera views	 ,  ,  , 
Night time	 ,  ,  , 
Flat characters	 ,  ,  , 
Show collision lines	 ,  ,  , 

THE CHEAT LIST

THE ATOZ OF PS2 CHEATS

BRONZE

SMASH COURT TENNIS PRO TOURNAMENT

SCEE (21) 08 TIPPED (02)

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO

Win the game in Arcade mode under the Hard

difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE

Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

No map.....	Ⓢ, ⓐ, ⓐ, Ⓢ
Drive red soapbox car.....	ⓐ, ⓐ, Ⓢ
Drive as Smithers in Mr Burn's car.....	ⓐ, ⓐ, Ⓢ
Drive nuclear bus.....	ⓐ, ⓐ, Ⓢ
Stop time*.....	Ⓢ, ⓐ, Ⓢ
Slow motion.....	Ⓢ, Ⓢ, ⓐ
Halloween mode.....	ⓐ, ⓐ, Ⓢ
New Year's Day mode.....	ⓐ, ⓐ, Ⓢ
Thanksgiving mode.....	ⓐ, ⓐ, Ⓢ
Christmas mode.....	ⓐ, ⓐ, Ⓢ

* Press to start, stop and reset the in-game timer.

SKY ODYSSEY

SCEE (06) 08 TIPPED N/A

UNLOCK ALL AIRCRAFT

On the Aircraft Selection Screen, press , , , to unlock all of the hidden planes and UFOs.

UNLOCK ALL MISSIONS

On the mission Select Screen, press , , , to instantly access all of the in-game missions.

SHINDEN PART LOCATIONS

The four Shinden parts are scattered throughout the Adventure mode on alternate landing strips. You must land on these strips to collect the parts.

PART	LEVEL WHERE ALTERNATE STRIP IS SITUATED
Right Wing	The Adventure Begins
Left Wing	The Labyrinth

SILVER

SSX TRICKY

EA BIG (15) 09 TIPPED N/A

MASTER CODE

Hold + and press , , , , , , , , at the title screen. Then release + and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS

Hold + and press , , , , , , , , at the title screen. Release + and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD

Hold + and press , , , , , , , , at the title screen. Release + and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallorca Board and blue duds

STICKY BOARDS

Hold + and press , , , , , , , , at the title screen. Then release + and a sound will confirm correct code entry.

MIX MASTER MIKE

Hold + and press , , , , , , , , at the title screen. Release + and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR

In World Circuit mode, enter RECORA as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.



FUSELAGE THE TOWERS OF TERROR

Jet Engine The Great Divide

EXTRA SWORDFISH WING

Land at the Mid-Air Rendezvous alternate landing strip in Adventure Mode and you'll acquire a wing that can be attached to the Swordfish to upgrade it to a triplane. It's pretty sexy...

LAND ON WATER

If you successfully complete the Stormy Seas level by landing on an aircraft carrier, you'll acquire the pontoons which will enable your plane to land on the water which makes life easier.

TARGET MODE AWARDS

If you successfully complete the game in Target Mode, you'll earn medals which can be traded for optional features...

PRIZE

PRIZE	COST
Radio	4 Gold medals
Music Tracks (12)	1 Silver medal per track
Special radar upgrade*	2 Gold medals
New emblems	2 Silver medals
Unlimited jet boost	2 Gold medals

* With the Special Radar it is much easier to pinpoint those alternate landing strips in Adventure mode.

ADVENTURE CARDS

Want to get all those hidden Adventure Cards? Here's how...

CARD	NAME	UNLOCKED BY
1	The Adventure begins	Complete the Adventure Begins level two times.
2	The Desert Express	Complete the Desert Express level two times.
3	Take The Low Road	Complete the Take The Low Road level two times.
4	The Labyrinth	Complete the Labyrinth level two times.
5	Stormy Seas	Complete the Stormy Seas level two times.
6	Blown Away	Complete the Blown Away level two times.
7	The Great Divide	Complete the Great Divide level two times.
8	Relief From Above	Complete the Relief From Above level two times.
9	The Ancient Forest	Complete the Ancient Forest level two times.
10	Mid-Air Rendezvous	Complete the Mid-Air Rendezvous level two times.
11	Heart Of The Mine	Complete the Heart Of The Mine level two times.
12	Towers Of Terror	Complete the Towers Of Terror level two times.
13	SOS	Complete the SOS level two times.

SILVER

STAR WARS STARFIGHTER

ACTIVISION (06) 09 TIPPED ISS01

MASTER CODE

On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES

Enter the following codes on the Codes screen which can be found in the Options menu.

CHEAT	CODE
Invincibility.....	MINIME
Bonus ship.....	BLUENSF
Multiplayer levels.....	ANDREW
Disable cockpit displays.....	NOHUD
Enemy ship gallery.....	SHIPS
Cast pictures.....	HEROES
Pre-production art.....	PLANETS
Reversed controls.....	JARJAR
Programmer message.....	LTDJGD
Programming team.....	TEAM
Pictures of Simon.....	SIMON
James' day off work pics.....	JAMES
Christmas bonus FMV.....	WOZ
Extra camera angles.....	DIRECTOR

SILVER

SSX

EA SPORTS BIG (01) 09 TIPPED (02)

MASTER CODE

On the Character Select Screen, press to go to the Options Menu, then hold + + and press , , , , , , , . If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing and then going to the Options Menu, holding down + + and . If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE

All characters and courses
↓, ←, ↑, →, Ⓢ, ⓐ, Ⓢ, Ⓢ
Running Man mode
Ⓢ, ⓐ, Ⓢ, Ⓢ, ⓐ, Ⓢ, Ⓢ, Ⓢ
All course hints
Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Full attributes
Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
No outfits
Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
Mallorca board
Ⓢ, Ⓢ, Ⓢ, Ⓢ, ⓐ, ⓐ, ⓐ, ⓐ

MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN

Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP

Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE

Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO

Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME

Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME

Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD

Reach the Rookie Rank to unlock the third board.

FOURTH BOARD

Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD

Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD

Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD

Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD

Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD

Reach the Champ Rank to unlock the ninth board.

TENTH BOARD

Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD

Reach the Master Rank to unlock the eleventh board.

BRONZE

STAR WARS JEDI STARFIGHTER

ACTIVISION (19) 08 TIPPED N/A

MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCAD and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES

Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility QUENTIN
No HUD NOHUD
Fly-by Mode DIRECTOR

UNLOCKING EXTRAS

Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

ADVANCED FREEFALL

Complete the bonus objective in Act 3: Mission 1.

ADVANCED HAVOC

Complete the bonus objective for Act 3: Mission 3.

ADVANCED JEDI STARFIGHTER

Complete the bonus objective on Act 2: Mission 4.

ADVANCED ZOOMER

Complete the bonus objective on Act 2: Mission 3.

REPUBLIC GUNSHIP

Complete the bonus objective for Act 3: Mission 5.

SABAOTH FIGHTER

Complete the bonus objective on Act 2: Mission 5.

SLAVE 1

Complete all hidden objectives for Player One.

TIE FIGHTER

Complete the bonus objective in Act 1: Mission 4.

X-WING

Complete the bonus objective in Act 1: Mission 3.

- | | |
|--------------------------|---|
| 14 Over The Falls | Complete the Over The Falls level two times. |
| 15 Storm Before The Calm | Complete the Storm Before The Calm level two times. |
| 16 A Tight Squeeze | Complete the A Tight Squeeze level two times. |
| 17 The Valley Of Fire | Complete The Valley Of Fire level two times. |
| 18 The Great Falls | Complete The Great Falls level two times. |
| 19 Maximus | Complete the Maximus level two times. |
| 20 The Adventure Begins | Complete The Adventure Begins level once. |
| 21 The Desert Express | Complete The Desert Express level once. |
| 22 Take The Low Road | Complete the Take The Low Road level once. |
| 23 The Labyrinth | Complete The Labyrinth level once. |
| 24 Stormy Seas | Complete the Stormy Seas level once. |
| 25 Blown Away | Complete the Blown Away level once. |
| 26 The Great Divide | Complete The Great Divide level once. |
| 27 Relief From Above | Complete the Relief From Above level once. |
| 28 The Ancient Forest | Complete the Ancient Forest level once. |
| 29 Mid-Air Rendezvous | Complete the Mid-Air Rendezvous level once. |
| 30 Heart Of The Mine | Complete the Heart Of The Mine level once. |

SILVER

TIMESPLITTERS

E1005 (01) 09 TIPPED N/A

1935 TOMB STORY LEVEL REWARDS

You unlock this when you complete this level in Story Mode under the following conditions...

CONDITIONS

Complete on Easy

Complete on Normal

Complete on Hard

Complete in 1:00

Complete in 6:15

CHEAT

Extra character -

Cultists

Extra level - The

Graveyard

Extra character - Eyes

Mummy

Extra mode - Paintball

Extra character -

Teeth Mummy

1950 VILLAGE STORY LEVEL REWARDS

You unlock this when you complete this level in Story Mode under the following conditions...

CONDITIONS

Complete on Easy

Complete on Normal

Complete on Hard

Complete in 3:00

CHEAT

Bot set - Period

Horror

Extra level - The

Castle

Extra character -

Fishwife Mutant

Extra character -

Insect Mutant

1965 MANSION STORY LEVEL REWARDS

You unlock this when you complete this level in Story Mode under the following conditions...

CONDITIONS AND CHEAT

Complete on Easy

Bot set - Horror Shocker

Extra characters - Fishwife Mutant, Hick Hide,

Insect Mutant, Overall Mutant, Police Zombie, Girl

Zombie, Skull Zombie, Jacket Zombie

Complete on Easy In 2:00

Cheat - Big heads

Complete on Normal

Extra level - The Mall

Complete on Normal In 4:30

Extra character - Overall Mutant

Complete on Hard

Extra character - Priest Mutant

Complete on Hard In 9:55

Extra character - Girl Zombie

1970 CHINESE STORY LEVEL REWARDS

You unlock this when you complete this level in Story Mode under the following conditions...

CONDITIONS AND CHEAT

Complete on Easy

Extra character - Chinese Chef

Complete on Normal

Extra level - The Site

Complete on Hard

Extra character - Suit Hoodlum

1985 CHEMICAL PLANT STORY LEVEL REWARDS

You unlock this when you complete this level in Story Mode under the following conditions...

CONDITIONS AND CHEAT

Complete on Easy

Bot set - The Usual Suspects

Extra character bots - Lumberjack, Malehood,

Walter

Complete on Easy In 2:00

Cheat - Big heads

Complete on Normal

Extra level - The Bank

Complete on Hard

Extra character - Lumberjack

Complete on Hard In 2:55

Extra character - Malehood

2000 DOCKS STORY LEVEL REWARDS

You unlock this when you complete this level in Story Mode under the following conditions.

CONDITIONS AND CHEAT

Complete on Easy

Bot set - Law and Order

Extra character bots - Male Soldier, Female

Soldier, Gasmask Soldier, Male SWAT, Female

SWAT, Gasmask SWAT

Complete on Normal

Extra level - The Compound

Complete on Hard

Extra character - Gasmask Soldier

Extra character bots - Shock Trooper

2005 CYBERDEN STORY LEVEL REWARDS

You unlock this when you complete the level in Story Mode under the following conditions...

CONDITIONS AND CHEAT

Complete on Easy

Extra levels - 1950 Village, 1985 Chemical Plant,

2020 Planet X

Extra characters - Dr Seth Graven, Dr Kate Nadir,

Fingers McKenzie, Ravelle Velvet, Sebastian Photon,

Angel Perez, Badass Cyborg

Extra character bots - Badass Cyborg, Siamese

Cyborg, Female Cyborg

Complete on Normal

Extra level - The Streets

Complete on Hard

Extra character - Female Cyborg

Complete on Hard In 3:30

Cheat - Enemy Rockets

2020 PLANET X STORY LEVEL REWARDS

Here's what you unlock when you complete this level in Story Mode under the following conditions...

CONDITIONS AND CHEAT

Complete on Easy

Extra levels - 1965 Mansion, 2000

Docks, 2035 Spaceways

Extra characters - Peekabo Jones,

Mary-Beth Casey, Jacques Misere, Olga Strom, R108,

Gretel

Extra bot set - Space Opera

Extra character bots - Tuxedo Cyborg, Red Alien,

Green Alien

Complete on Normal

Extra level - Spaceship

Complete on Hard

Extra character - Pillar Alien

2035 SPACEWAYS STORY LEVEL REWARDS

Here's what you unlock when you complete this level in Story Mode under the following conditions...

CONDITIONS AND CHEAT

Complete on Easy

Extra Mode - Challenge

Extra bot set - Space Opera

Complete on Normal

Extra level - Warzone

Complete on Hard

Extra character - Spaceways Stewardess

CHALLENGE MODE

Successfully complete the game in Story mode to unlock Challenge Mode, which allows you to compete in different challenging situations. Complete all challenges under a number to unlock a new challenge.

CHALLENGE REWARDS

Here's what you unlock when you complete the various tasks in Challenge Mode.

CHALLENGE LEVEL AND UNLOCKS

1-A: Behead the Undead

Extra Bot set - The Living Dead

1-B: Putrid Punchout

Extra characters - Green Zombie, Brown

Zombie

1-C: Dusk of the Dead

Extra characters - Police Zombie, Skull

Zombie, Jacket Zombie

2-A: Flock Around the Dock

Extra character bot - Duckman Drake

2-B: Pro Am Duck Shoot

Cheat - All Enemies Are Ducks

2-C: Crispy Duck

Extra character - Duckman Drake

3A: Tin Man

Extra character bot - Robofish

3B: Lobster Run

Cheat - All Enemies are Robofish

3C: Bowl Them Over

Extra character - Robofish

4A: Shame If...

None

4B: Don't Wait Around

Cheat - Enemy Bricks

4C: Brick Flung High

Extra weapon - Brick

5-A: First Impressions

Extra character bot - The Impersonator

5-B: Lasting Impressions

Cheat - All Enemies are Impersonators

5-C: Who's he...

Extra character - The Impersonator

6-A: Barrel Blast

None

6-B: Bodyguard

Extra character - Gasmask SWAT

6-C: Heist

Extra character bot - Veiled SWAT

7-A: Shop 'til you Drop

Extra character bot - Ginger

7-B: Sorry...

Cheat - All Enemies are Gingerbreads

7-C: Everyone Must Go!

Extra character - Gingerbread

8-A: Girls 'n' Boys

Extra character bot - Fun-Bunny

8-B: Dinner Dates

Cheat - All Enemies are Bunnies

8-C: Bone Grab

Extra character - Fun-Bunny

9-A: I Can't Hear...

Extra bot set - TimeSplitters

9-B: Flight Delay

Extra character - TimeSplitter

9-C: Space Vandals

Extra character - Alternate TimeSplitter

TIME ATTACK REWARDS

Win the level under the indicated difficulty setting and time to unlock the corresponding reward...

1935 TOMB LEVEL TIME REWARD

Easy	1:0	Paintball cheat
Normal	2:35	Priestess character
Hard	2:20	Teeth Mummy

1970 CHINESE LEVEL TIME REWARD

Easy	1:15	Chinese Waiter
Normal	2:35	Gun Sounds cheat
Hard	6:05	Mr Big playable character

2005 CYBERDEN LEVEL TIME REWARD

Easy	0:50	Siamese Cyborg
Normal	1:40	Tuxedo Cyborg
Hard	2:00	Enemy Rockets cheat

1950 VILLAGE LEVEL TIME REWARD

Easy	0:30	All Heads
Normal	1:15	Detachable cheat
Hard	2:20	Hick Hydecharacter
		Insect Mutant

1985 CHEMICAL PLANT LEVEL TIME REWARD

Easy	0:30	Male Swat,
		Female SWAT
Normal	1:00	Infinite Ammo cheat
Hard	2:35	Malehood character

2020 PLANET X LEVEL TIME REWARD

Easy	0:50	Green Alien character
Normal	1:35	Float Alien character
Hard	2:30	All Characters
		Headless cheat

1965 MANSION LEVEL TIME REWARD

Easy	1:00	Big Heads cheat
Normal	1:30	Overall Mutant
Hard	1:35	Girl Zombie

2000 DOCKS LEVEL TIME REWARD

Easy	1:15	Male Soldier, Female
		Solider characters
Normal	1:30	Big Guns cheat
Hard	2:40	Shock Trooper character

BRONZE

SUMMONER

THQ → (04) → 08 → TIPPED N/A

HIDDEN FMV

Select the 'Credits' option from the Main Menu and then press **X** whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

- | | |
|--------------------------|--|
| 31 Towers Of Terror | Complete the Towers Of Terror level once |
| 32 SOS | Complete the SOS level once. |
| 33 Over The Falls | Complete the Over The Falls level once |
| 34 Storm Before The Calm | Complete the Storm Before The Calm level once. |
| 35 A Tight Squeeze | Complete the A Tight Squeeze level once. |
| 36 The Valley Of Fire | Complete the Valley Of Fire level once. |
| 37 The Great Falls | Complete The Great Falls level once. |
| 38 Maximus | Complete the Maximus level once. |
| 39 BF-109 | Complete Maximus with BF-109. |
| 40 BF-109 | Complete Maximus with BF-109. |
| 41 Swordfish | Complete Maximus with Swordfish. |
| 42 Swordfish | Complete Maximus with Swordfish. |
| 43 Pulse Jet | Complete Maximus with Pulse Jet. |
| 44 Pulse Jet | Complete Maximus with Pulse Jet. |
| 74 Special Framed Card | All other cards earned |
| 75 Special Framed Card | All other cards earned |
| 76 Special Framed Card | All other cards earned |
| 69 Movie Card | Get 2000 Acrobatic Points. |
| 70 Movie Card | Get 3000 Acrobatic Points. |
| 71 Movie Card | Get 4000 Acrobatic Points. |
| 72 Movie Card | Get 6000 Acrobatic Points. |
| 73 Movie Card | Get 8000 Acrobatic Points. |
| 45 Swordfish Custom | Unlock Swordfish triplane. |
| 46 Swordfish Custom | Unlock Swordfish triplane. |
| 47 BF-109 Custom | Unlock BF-109 custom parts. |
| 48 BF-109 Custom | Unlock BF-109 custom parts. |
| 49 Pulse Jet Test Type | Unlock Pulse Jet custom parts. |
| 50 Pulse Jet Test Type | Unlock Pulse Jet custom parts. |
| 51 ME262 | Unlock ME262. |
| 52 ME262 | Unlock ME262. |
| 53 F4U Corsair | Unlock F4U Corsair. |
| 54 F4U Corsair | Unlock F4U Corsair. |
| 55 F117 | Unlock Stealth Jet. |
| 56 F117 | Unlock Stealth Jet. |
| 57 Shinden | Unlock Shinden. |
| 58 Shinden | Unlock Shinden. |
| 59 Shinden-kai | Unlock Shinden-kai. |
| 60 Shinden-kai | Unlock Shinden-kai. |
| 61 Autogyro XG-1 | Unlock Autogyro. |
| 62 Autogyro XG-1 | Unlock Autogyro. |
| 63 UFO Type Gold | Unlock gold UFO. |
| 64 UFO Type Gold | Unlock gold UFO. |
| 65 UFO Type Silver | Unlock silver UFO. |
| 66 UFO Type Silver | Unlock silver UFO. |
| 67 Pontoon Plane | Unlock Pontoons. |
| 68 Pontoon Plane | Unlock Pontoons. |

SILPHEED: THE LOST PLANET

SWING! → (03) → 03 → TIPPED N/A

ALL WEAPONS

Enter GLOIRE as your code name and you will start the game with all nine weapons.

SMUGGLER'S RUN

ROCKSTAR → (01) → 07 → TIPPED N/A

Pause the game and enter these codes. A noise will indicate correct entry.

CHEAT	CODE
Invisibility	(0, 0, 0, 0, 0, 0, 0)
Lighter cars	(0, 0, 0, 0, 0, 0, 0)
No gravity	(0, 0, 0, 0, ↑, ↑, ↑)
Increase time warp	(0, 0, 0, 0, →, →, →)
Decrease time warp	(0, 0, 0, 0, ←, ←, ←)

MIDNIGHT CLUB VEHICLES

Insert a memory card holding a saved game for Midnight Club: Street Racing to use the cars from that game. Bonzal

SMUGGLER'S RUN 2

ROCKSTAR → (15) → 07 → TIPPED N/A

Pause the game and enter these codes. A noise will indicate correct entry.

CHEAT	CODE
Invisibility	(0, 0, 0, 0, 0, 0, 0)
Lighter cars	(0, 0, 0, 0, 0, 0, 0)
No gravity	(0, 0, 0, 0, ↑, ↑, ↑)
Increase time warp	(0, 0, 0, 0, →, →, →)
Decrease time warp	(0, 0, 0, 0, ←, ←, ←)

SOLDIER OF FORTUNE

CODEMASTERS → (22) → 05 → TIPPED (01)

If you're constantly succumbing to enemy fire, consider yourself, erm, fortunate that we've managed to dispatch these re-enforcements...

Invincibility

Press **△** during play, then hold **(0 + 0 + 0 + 0 + 0)** and press **←**. A message and sound will confirm correct entry. To disable the code, simply input it again.

Full Ammunition

Press **△** during play, then hold **(0 + 0)** and press **←**. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

Heavy weapons

Press **△** during play, then hold **(0 + 0 + 0)** and press **←**. A message and sound will confirm correct code entry. To disable the code, simply input it again.

Hand-To-Hand Weapons and Explosives

Press **△** during play, then hold **(0 + 0 + 0)** and press **←**. A message and sound will confirm correct code entry. To disable the code, simply input it again.

No Clipping

Press **△** during play, then hold **(0 + 0 + 0 + 0)** and press **←**. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

No Target

Press **△** during play, then hold **(0 + 0 + 0)** and press **←**. A message and sound will confirm correct code entry. To disable the code, simply input it again.

No Gravity

Press **△** during play, then hold **(0 + 0 + 0 + 0 + 0)** and press **←**. A message and sound will confirm correct entry. To disable the code, input it again.

SPACE CHANNEL 5: PART 2

SCEE → (18) → 07 → TIPPED (01)

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold **(0 + 0)** and press **(0, △, 0)**. If you entered the code correctly, you will hear a sound. Press **△** to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal.

SPIDER-MAN

ACTIVISION → (21) → 07 → TIPPED (01)

To coincide with our massive review this month, we have been on the, erm, web to sling you these Marvel-ous cheats!

Master Code

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

Web-Slinging Cheats

The Master code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again.

BRONZE

TEKKEN TAG TOURNAMENT

SCEE → (01) → 08 → TIPPED (5501)

PRACTICE MODE STAGE SELECT

Highlight 'Practice' mode at the main menu. Hold **(0)** and press **(0)** the indicated number of times to select the stage...

STAGE	PRESSES
Law (new)	1
Yoshimitsu (light snow)	2
Ling	3
Hwoarang	4
Lei	5
Ogre	6
Schl Stage	7
Jin (evening)	8
Nina	9
Eddy (sunset)	10
King	11
Heihachi	12
Eddy (daytime)	13
Unknown	14
Law (old)	15
School Stage (daytime)	16
Jin (daytime)	17
Nina (night time)	18
Yoshimitsu (heavy snow)	19
Paul	20

UNLOCK GALLERY MODE

Unlock Devil and Angel to access gallery mode.

UNLOCK THEATER MODE

Successfully complete the game in Arcade mode under any difficulty setting once to unlock Theater mode. This allows the character endings you've unlocked to be viewed.

UNLOCK TEKKEN BOWL MODE

Unlock Ogre to access Tekken Bowl mode. This fun bowling game is played best with a combo of Heihachi and Anna – with Heihachi you can get a strike every time! Contrary to popular belief, you can't unlock Dr Boskonovitch by either knocking him down to getting the highest score on the leader board.

UNLOCK TEKKEN BOWL JUKE BOX

Score more than 200 points in Tekken Bowl. To access it, press **START** to pause a game, select 'Bowling Options', and choose any musical accompaniment you wish!

UNLOCK ULTRA HARD DIFFICULTY SETTING

Successfully complete the game under the Very Hard difficulty setting. After you defeat Unknown, the Ultra Hard difficulty setting will be unlocked in the options menu.

PAIR PLAY MODE

Press **←** at the main menu. This mode allows you to have a controller two tag partner or controller two opponent with his/her partner.

SECRET CHARACTERS

Successfully complete the game in Arcade mode various times under any difficulty setting to unlock a secret character, which will appear in the following order...

CHARACTER	XS COMPLETED
Kunimitsu	1
Bruce Irvin	2

Jack-2	3
Lee Chaolan	4
Wang Jinrey	5
CHARACTER	XS COMPLETED
Roger & Alex	6
Kuma & Panda	7
Kazuya Mishima	8
Ogre	9
True Ogre	10
Prototype Jack	11
Mokujin & Tetsujin	12
Devil & Angel	13
Unknown	14

FIGHT AS GOLD TETSUJIN

Win ten matches in Versus mode.

FIGHT AS TIGER

Complete the game with Eddy, then highlight him on the character select screen and press **START**.

ARMOR KING'S ALTERNATE COSTUME

Complete the game with King, then highlight him on the character select screen and press **START**.

HIDDEN ENDINGS

If you complete the game as Panda, Ling in her School Uniform costume, Tiger and Angel, they will have different endings to Kuma, normal Ling, Eddy and Devil.

Cheat

Unlimited webbing
All fighting controls
Level select
Level skip
Bonus training levels
Play as Mary Jane
Play as The Shocker

Code

ORGANICWEBBING
KOALA
IMIARMAS
ROMITAS
HEADEXPLODY
GIRLNEXTDOOR
HERMANSCHULTZ

Play as a scientist
Play as a police officer
Play as Captain Stacey
Play as thug model #1
Play as thug model #2
Play as thug model #3
Matrix-style attacks
Goblin-style costume

SERUM
REALHERO
CAPTAINSTACEY
KNUCKLES
STICKYRICE
THUGSRUS
DODGETHIS
FREAKOUT

Small Spider-Man
Big head Spider-Man
Big head enemies
First-person view
Super coolant

SPIDERBYTE
GOESTOYOURHEAD
JOELSPEANUTS
UNDERTHEMASK
CHILLOUT

PINHEAD BOWLING MINI-GAME

Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training menu.

VULTURE FMV SEQUENCE

Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE

Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu.

GREEN GOBLIN FMV SEQUENCE

Successfully complete the game under the 'Hero' or greater difficulty setting.

Play As Alex Ross

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' menu.

Play As Peter Parker

Successfully complete the game under the 'Easy' or greater difficulty setting to unlock the Peter Parker costume in the 'Specials' menu.

Play As Wrestler

Successfully complete the game under the 'Easy' or greater difficulty setting to unlock the Wrestler costume in the 'Specials' Menu.

Play As The Green Goblin

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation. To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SPLASHDOWN

INFOGRAMES (14) 07 TIPPED N/A

Go to the Options Screen then hold **LB** and then press in quick succession **↑, ↑, ↓, ↓, ←, →, ←, →, ○, ○, ○, ○, ○** which will activate the Cheat Screen. You can now enter these codes:

CHEAT	CODE
All characters.....	AllChar
Invulnerability.....	TopBird
Max performance meter.....	PMeterGo
Hard tracks.....	Hobble
Expert AI.....	AllOutAI
All FMV.....	Festival
UFO time trials.....	IBelieve
F18 time trials.....	F18
Ghost time trials.....	SEADOO

HARD REWARDS

Complete the game on Hard Mode to unlock Steve as a playable character and the Bermuda Triangle track.

HIDDEN TRACK

Collect over 100 balloons in Countdown Mode.

STAR TREK: VOYAGER - ELITE FORCE

CODEMASTERS (23) 04 TIPPED (01)

Warp through the game unphased with these codes that are guaranteed to help you Klingon to your life.

FULL AMMUNITION

Press **START** to pause the game, then hold **LB + LB** and press **SELECT** to restore the ammunition of the currently selected weapon. A female voice will say "Impressive" to confirm correct code entry. Please note that the code must be re-entered after loading or upon entering new areas.

UNLIMITED AMMUNITION

Press **START** to pause the game, then hold **LB + LB + LB + LB + LB + LB** and press **SELECT**. Resume game play and your ammunition will read 999.

ALL WEAPONS

Press **START** to pause the game, then hold **LB + LB + LB + LB + LB + LB** and press **SELECT**. Press **←** or **→** to cycle through the weapons but please note that the code must be re-entered after loading or upon entering new areas.

AUTOTARGET MODE

Press **START** to pause the game, then hold **LB + LB** and press **SELECT**. A small text message will appear in the upper left corner of the screen when the game is resumed that displays the status of this cheat.

Refill Armour To Maximum

Press **START** to pause the game, then hold **LB + LB** and press **SELECT**. Please note that the code must be re-entered after loading or upon entering new areas.

Maximum Health

Press **START** to pause the game, then hold **LB + LB + LB + LB** and press **SELECT**. A small text message will appear in the upper left corner of the screen when the game is resumed that displays the status of this cheat.

God Mode

Press **START** to pause the game, then hold **LB + LB + R3 + LB + LB** and press **SELECT**. A female voice will say "Impressive" to confirm correct code entry. Please note that the code must be re-entered after loading or upon entering new areas.

STAR WARS RACER REVENGE

ACTIVISION (19) 07 TIPPED (02)

To enable Cheat Mode, set a new record (Best Lap, Best 3 Lap, Most KO's) and enter NO TIME on the name entry screen. Once this is done, the following codes may be activated by holding down **LB + LB + LB + LB** and quickly pressing the codes on the Main Menu.

CHEAT	CODE
All tracks.....	→, ←, →, ←, ○, ○, ○, ○
Hard mode.....	↑, ↓, ○, ○, ○, ○
All art galleries.....	→, ○, ←, ○, ↓, ×, ↑, ×

BONUS CHARACTERS

Unlock these characters by completing the task...

ANAKIN (EPISODE 1)

Get the fastest lap time for every track.

DARTH MAUL

Get the top KO score for every track.

DARTH VADER

Unlock Anikin (Episode 1), Watto and Darth Maul, then win Tournament Mode as one of those racers.

WATTO

Get in the fastest three lap times for every track.

SEBULBA (EPISODE 1)

Win first place in all three tournaments as Sebulba.

MAWHONIC

Win the last of the first four circuits in Tourney Mode.

CLEGG FASTHOLD

Rank higher than the track fave on Watchtower Run.

GASGANO

Rank higher than the track favourite on Badlands.

KNIRE DARK

Rank higher than the track fave on Ballest Complex.

KRAID NEMMESO

Rank higher than the track favourite on Ruins Of Carnuss Gorgull.

MARS GUO

Rank higher than the track favourite on Grand Reefs.

SCORCH ZANALES

Rank higher than the track favourite on Citadel.

TZIDIK WRANTOJO

Rank higher than the track favourite on Nightlands.

WAN SANDAGE

Rank higher than the track favourite on Serres Sarrano.

REPAIR WITHOUT LOSING SPEED

When you are racing and have sustained damage, hold **LB + LB** to get it repaired without losing speed.

STAR WARS SUPER BOMBAD RACING

ACTIVISION (08) 05 TIPPED (02)

Enter the following codes at the Main Menu and press **×** to activate the cheat. Re-enter it to disable the cheat.

CHEAT CODE

Play as Boba Fett.....	○, ○, △, ○, ○
Everyone's a Kaddu.....	LB, LB, LB, LB, ○, ○
Battle tank.....	○, ○, ○, ○
Infinite boost.....	LB, LB, LB, LB, ○, ○
Faster Queen Amidala.....	↓, SELECT, ↑, SELECT, ←, →, SELECT
Shaak racers.....	↑, →, ↓, ←, SELECT
Super speedy mode.....	LB, LB, LB, LB, LB, LB, ○
Super honk mode.....	○, ○, ○, ○, ○, ○, SELECT
All Death Star mode.....	LB, LB, LB, LB, ↑, ←
Backward facing mode.....	LB, LB, LB, LB, ○, ○
Super spinning mode.....	↑, ←, ↓, →, ←, ↑, ↓
Slip 'n' slide mode.....	←, →, ○, ○, ○, LB, LB
Super arena mode.....	↑, ↑, ↓, ↓, ←, →, ←
Space freighter arena.....	LB, LB, SELECT, ○
Language Jawa.....	SELECT, SELECT, SELECT, SELECT, ○
Language Battle Droid.....	SELECT, SELECT, SELECT, SELECT, ↑

GALAXY CIRCUIT

Finish in the top three in every race to unlock this bonus tournament.

REVERSE TRACKS

Receive a gold medal for the Galaxy Circuit to unlock Reverse Mode.

PLAY AS DARTH VADER

Win a gold medal on the Galaxy Circuit as Anakin.

STATE OF EMERGENCY

ROCKSTAR (19) 07 TIPPED N/A

The fighting fun is all kicking off in Take 2's riotous beat-'em-up, and you can make things even wilder by entering these cheats!

CHEAT CODES

Enter any of the following codes while playing the game (there is no need to pause the action first).

CHEAT

Invincibility	LB, LB, LB, LB, ×
Infinite ammo*	LB, LB, LB, LB, △
Infinite time	LB, LB, LB, LB, ○
Decapitating punches	LB, LB, LB, LB, ○
Increase looting	LB, LB, LB, LB, △
Small people	LB, LB, LB, LB, ×
Large people	LB, LB, LB, LB, △
Normal-sized people	LB, LB, LB, LB, ○
* You should not hold a weapon while entering this.	

PLAY AS SPANKY IN KAOS MODE

Successfully complete the Mail level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE

Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE

Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here we present the complete round-up of riotous codes for this chaotic rumble-fest!

CHEAT

Unlock Bull*	→, →, →, →, ×
Unlock Freak*	→, →, →, →, ○
Unlock Spanky*	→, →, →, →, △
Invincibility	LB, LB, LB, LB, ×

CODE

BRONZE

TIME CRISIS 2

SCEE (13) 08 TIPPED (02)



ORANGE GUYS

When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS

When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS

Complete Story Mode twice.

UNLIMITED AMMO

Complete Story Mode three times.

WIDE-EFFECT AMMO

To get this improved ammunition complete Story Mode four times.

MIRROR MODE

Complete Story Mode without using any continues at all.

UNLIMITED CREDITS

To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

Infinite ammo**	LB, LB, LB, LB, △
Infinite time	LB, LB, LB, LB, ○
Decapitating punches	LB, LB, LB, LB, ○
Increase looting	LB, LB, LB, LB, △
Small people	LB, LB, LB, LB, ×
Large people	LB, LB, LB, LB, △
Normal-sized people	LB, LB, LB, LB, ○
All weapons	LB, LB, LB, LB, ×
Pistol	←, →, ↓, ○, △
Tazer	←, →, ↓, LB, ○
Pepper Spray	←, →, ↓, LB, ○
Tear Gas	←, →, ↓, LB, ×
Shotgun	←, →, ↓, LB, △
Minigun	←, →, ↓, LB, △
Flame Thrower	←, →, ↓, LB, ○
Grenade Launcher	←, →, ↓, LB, ○
Rocket Launcher	←, →, ↓, LB, ×
AK47	←, →, ↓, LB, △
M16	←, →, ↓, LB, ○
Grenade	←, →, ↓, LB, ○
Molotov Cocktail	←, →, ↓, LB, ×
Mission skip	←, ←, ←, ←, △
Mission select	LB, LB, LB, LB, LB, ×
Unlock a policeman	(hold LB) LB, LB, LB, LB

STREET FIGHTER EX3

CAPCOM (03) 06 TIPPED N/A

FIGHT AS EVIL RYU

Successfully complete the game in Original Mode as Ryu eight times without using any continues. Then highlight Ryu on the Character Select Screen, hold down the **SELECT** button and select him. As soon as you hold down the **SELECT** button, the picture of Ryu should change to his red-eyed alter-ego.

FIGHT AS BISON II

Successfully complete the game in Original Mode as M. Bison eight times without using any continues. Then highlight M. Bison on the Character Select Screen, hold down the **SELECT** button and select him.

FIGHT AS NARRATOR SAKURA

Successfully complete the game in Original Mode as Sakura eight times without using any continues. Then highlight Sakura on the Character Select Screen, hold down the **SELECT** button and select her. Alternately, get all ten of the bronze medals in Original Mode.

HIDDEN CHARACTERS

Complete Original Mode with any regular character without continuing under the Normal or Hard difficulty setting to unlock a new fighter. A new character will be unlocked in the following order as you complete the game, but please note that you must use a different character to complete the game each time.

CHARACTER

Sagat	1
Garuda	3

XS COMP

M. Bison	2
Shadow Geist	4

A TO Z

SOMETHING

Kalri	5	Pullum	6
Area	7	Darun	8
Vulcano	9		

ALTERNATE M. BISON LEVEL

Fight through the game with any character in Original Mode without anyone joining your team. The last level will be darker.

STUNTMAN

INFOGRAMES N/A N/A TIPPED (02)

ALL DRIVING GAMES, CARS AND TOYS

Enters BInDErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS

Enters Turnips as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS

Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS

Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUPER BUST-A-MOVE

ACCLAI IM (02) 04 TIPPED N/A

UNLOCK ANOTHER WORLD

At the 'Push Start Button' screen, press: **A**, **←**, **→**, **A**. A message will appear in the top-right corner of the screen to confirm that the cheat has worked. Now select Puzzle Mode and then Arcade Mode to access new levels.

SECRET CHARACTERS

At the 'Push Start Button' screen, press: **A**, **→**, **←**, **A**. A message will appear in the top-right corner of the screen to confirm that the cheat has worked. Now go to the Character Select Screen to choose from a

variety of new characters.

REDUCE AP COST OF LONG CHAINS

Get a 'chain 4' or higher attack, then quickly press **□**, **□** (or **□**, **□**) to switch to another character and then back to the original character. If done correctly, your chain number will reset to one without slowing your attack. Cool!

SWING AWAY GOLF

EA SPORTS (02) 03 TIPPED N/A

ALL GOLFERS

At the Main Menu press **□**, **□**, **□**, **□**, **↑**, **→**, **↓**, **←**, **□**, **□**. A noise will confirm correct entry.

LEFT-HANDED GOLFER

At the Character Select Screen highlight a character, then hold **□** + **□** and press **□** to make them left-handed.

THEME PARK WORLD

EA (03) 07 TIPPED N/A

FREE RIDES

Press **←**, **↓**, **□**, **□** eight times while in the park. A sound will confirm correct code entry and everything you purchase will now be absolutely free.

GOLDEN TICKETS

Press **↑**, **↓**, **←**, **→**, **□**, **→**, **←**, **↓**, **↑**, **□** four times while in the park. A sound will confirm correct entry.

ALL ITEMS RESEARCHED

Press **↑**, **↓**, **↑**, **↓**, **←**, **↑**, **↓**, **↑**, **↓**, **→** nine times while in the park. A sound will confirm correct entry.

ALL AWARDS

Press **↑**, **↓**, **←**, **→**, **□**, **→**, **←**, **↓**, **↑**, **□** five times while in the park. A sound will confirm correct entry.

LEVEL SELECT

Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press **↑**, **↓**, **↓**, **↑**, **←**, **↑**, **→**, **↓**.

FATBOY MUTATOR

At the main menu, press **□**, **□**, **□**, **↑**, **↓**, **↓**, **↑**, **□**, **□**. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR

At the main menu, press **□**, **□**, **□**, **□**, **□**, **□**, **□**. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE

At the main menu, press **←**, **→**, **←**, **→**, **←**, **→**, **□**, **□**. Select multiplayer mode, highlight the 'Mutators' option and press **□**. Highlight the new 'Big Head' option, then press **→**, **□**.

BRONZE

UNREAL TOURNAMENT

INFOGRAMES (04) 08 TIPPED N/A

CHEAT CODES

Enter the following codes after pausing the game at any point...

CHEAT	CODE
Level skip	↑ , ↓ , ← , → , → , ← , □
Invincibility	□ , □ , ← , → , □ , □
Full ammo	← , → , □ , □ , □ , → , ←
All characters	← , ← , □ , □ , → , ← , □ , □



THUNDERSTRIKE: OPERATION PHOENIX

EIDOS (12) 07 TIPPED N/A

LEVEL SELECT

Enter the Options menu and set the Vibration to level 1 and the Sound Effects and Music to level 0. Then, press and hold **□** + **□** + **□** + **□** + **□** + **□** and the message 'Spooky Cat' should appear in the centre of the screen to confirm that the code has worked. You can now opt to play on any level.

ENDING BONUSES

Successfully complete the game under the Hard difficulty setting and you'll unlock the Maniac difficulty setting and a bonus chopper for that setting. Then, complete the game again on the Maniac difficulty setting and you'll unlock another bonus chopper which can be used on any difficulty level.

TIGER WOODS PGA TOUR 2002

EA SPORTS (19) 07 TIPPED (02)

You can win trophy balls by performing tasks in Tiger Challenge Mode. Here's what'll clutter up your mantelpiece if you...

TROPHY BALL TASK

Aces Wild	Shoot a hole in one
Back-to-Back	Shoot two consecutive eagles
Birdie Buster	Shoot over 12 consecutive birdies
Birdie Streak	Shoot six consecutive birdies
Eagle Extravaganza	Shoot four eagles
Eagle Hunt	Eagle all par five holes
Fairway Challenge	Hit all the fairways in a round
GIR Challenge	Hit all the greens in regulation
Long Distance Drive	Hit a drive over 350 yards
Long Putt	Sink a putt from over 55 feet
Low Round	Shoot under 60 in a round
One Time	Tee off and hit a par five green
Pin Seeker	Hit the pin
Scenario Challenge	Successfully complete all scenarios
Challenge Completion	Successfully complete the Tiger Challenge
Top of the Tournaments	Win first place in all of the tournaments

To unlock golfers without earning them, enter the Password screen in the Options Menu and enter the following as codes...

Hidden golfer	Code
Super Tiger Woods	2TREPUS01S
Cedric Andrews	TSWERDNA120
Stuart Appleby	UYBELPPA160
Notah Begay III	DYAGEB04E
Brad Faxon	ENOXAF14D
Jim Furyk	OKYRUF05R
Lee Janzen	INEZNAJ11W
Justin Leonard	RDRANOAE130
Solita Lopez	GZEPOL10R
Colin Montgomery	EYTNOM09E
Kellie Newman	SNAMWEN172
Jesper Parnevik	OKIVENRAP02U
Vijay Singh	SHGNIS03P
Moa Ta'a Vatu	O1UTAVAAT06T
Melvin Tanigawa	WAWAGINAT07I
Erika von Severin	RVESNOV08G

TOCA RACE DRIVER

CODEMASTERS (24) 08 TIPPED (03)

ALL CARS

Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS

Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE

Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE

Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

SILVER

TONY HAWK'S PRO SKATER 3

ACTIVISION (15) 09 TIPPED N/A

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE

Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED

Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT

Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV

Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

MINI HAWKS

On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

VIEW CREDITS:

Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS

When you complete the LOLA World Championship, you need \$8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TOKYO XTREME RACER

CRAVE (11) 04 TIPPED N/A

Hold the following button combinations at the Shift Assist Option and keep them depressed until the race starts. The toy figure of your choice will be hanging from your mirror in First Person Mode.

CHEAT	CODE
Green gremlin	□ + □
Blue mosquito	□ + □
Tusked creature	□ + □
Pink baby gremlin	□ + □

WHITE CARISMO CAR

Beat Zodiac to get his car and \$5 million. You can let

BRONZE

TWISTED METAL: BLACK

SCEE (12) 08 TIPPED N/A

CHEAT CODES

Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down **□** + **□** + **□** + **□**.

CHEAT	CODE
Invincibility	↑ , ↓ , ← , → , → , ← , ↓ , ↑
Mega Machine-guns	□ , □ , □
One-hit kills	□ , □ , ↑
God mode	↑ , □ , ← , □
Weapons for health	□ , □ , □ , □

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VIRTUA FIGHTER 4

SCEE (19) 08 TIPPED (21)

PLAYING AS DURAL

Beat Dural in the Kumite Mode then she'll [yes, that is a 'she' by all accounts] become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES

Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE

Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO

Gain 5th Dan rank in Kumite Mode.

him beat you the first time and then challenge him again. If you win, you'll get \$5 million!

SKYLINE CAR

Defeat the Speed King to win \$3 million and unlock the Skyline to buy.

TRANSWORLD SURF

INFOGRAMES (23) 06 TIPPED N/A

Enter any of the following codes at any time during play. A sound will confirm correct code entry.

Master code

Full special
Perfect balance
Objectives completed
Invisible surfer
Invisible surfboard
Surf on shark
Green surf
Paddle faster
Easy floating
Disable HUD
Change view
Alternate color
Disco lights
Disable codes

Secret Surf Spot

Every level has a secret surf spot. Find the reef girl - she usually hangs out around the shoreline of each level. At Hossegor, she is next to the wall in-between some pylons. She marks the secret surf spots to make finding them a little easier.

BRONZE

V-RALLY 3

INFOGRAMES (22) 08 TIPPED (22)

Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI

Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000

Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL

Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY

Set a record time for every track.

REVERSED TRACKS

In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS

Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

TRAINING STAGE THREE

Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE

Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage - The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS

Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

TUROK: EVOLUTION

ACCLAIM (25) 06 TIPPED (23)

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start playing, though, otherwise nowt will happen.

Invincibility	emerpus
Invisibility	sllewhg
Unlimited ammo	madman
Unlock all levels	sellout
Unlock all weapons	texas

UFC THROWDOWN

CRAVE N/A N/A TIPPED N/A

SILVER BELT

Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT

Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the character with the Silver belt. Complete UFC Mode again to win the Gold belt.

PLAY AS MARIO YAMASAKI

Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY

Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold whilst selecting him to play as John McCarthy.

PLAY AS LORENZO FERTITTA

Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE

Successfully complete all challenges with Lorenzo Fertitta. Then, at the character selection screen, highlight Lorenzo Fertitta and hold whilst selecting him to play as Dana White.

KUNG-FU STYLE

Successfully complete Career Mode with a kick boxer to unlock the Kung-Fu style.

KARATE FIGHTING STYLE

Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE

Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style.

PLAY AS BRUCE BUFFER

Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

WACKY RACES

INFOGRAMES (29) 06 TIPPED N/A

Go to Arcade Mode, select a car and name, and then go to Options. Choose to enter a cheat code and enter the following code. You will then need to activate them on the Code Collection screen.

CHEAT	CODE
All tracks and challenges	chimgjveaway

All vehicles	monkeyspoilers
Wacky Races kids	thosewackykids
Dastardly difficult	fastcarsagogo

WARRIORS OF MIGHT AND MAGIC

300 (27) 03 TIPPED N/A

ALL WEAPONS

During the game, press at any time to get every weapon.

WILD WILD RACING

RAGE (21) 06 TIPPED N/A

CHEAT MODE

Go to the Options Screen, hold and press . A new window called 'Secret' should now appear at the bottom of the Options Screen to confirm correct code entry.

X-SQUAD

EA (22) 05 TIPPED N/A

UNLOCK PRIVATE RANK

At the Title Screen, press then start a new game. This results in a game with Michaels 9mmS, 99 clips and bonus points displayed when earned.

UNLOCK SERGEANT RANK:

At the Title Screen, press then start a new game. This results in a game with no weight limit, Taylor M82, Michaels 9mmS, 99 clips and bonus points displayed when earned.

UNLOCK LIEUTENANT RANK:

At the Title Screen, press then start a new game. This results in a game with a level 2 shield, no weight limit, Taylor M82, Michaels 9mmS, 99 clips, bonus points displayed when earned and a 10,000 points bonus when a level is completed.

UNLOCK CAPTAIN RANK

At the Title Screen, press then start a new game. This results in a game with radar, no weight limit, Taylor M82, Michaels 9mmS, 99 clips and bonus points displayed when earned.

UNLOCK MAJOR RANK

At the Title Screen, press then start a new game. This results in a game with a level 3 shield, Level 3 sensor, radar, no weight limit, Taylor M82, Michaels 9mmS, 99 clips and bonus points displayed when earned.

UNLOCK COLONEL RANK:

At the Title Screen, press then start a new game. This results in a game with a level 3 shield, level 3 sensor, radar, no weight limit, beginner level of all weapons, 99 clips for each, and bonus points displayed when earned.

UNLOCK GENERAL RANK

At the Title Screen, press then start a new game. This results in a game with a level 3 shield, level 3 sensor, radar, no weight limit, intermediate level of all weapons, 99 clips for each and bonus points displayed when earned.

UNLOCK MASTER OF X-SQUAD RANK

At the Title Screen, press then start a new game. This results in a game with a level 3 shield, level 3 sensor, radar, no weight limit, master level of all weapons, 99 clips for each, and bonus points displayed when earned.

To gain instant promotions go to the Main Menu and enter the following codes - you'll hear a sound to

SILVER

WIPEOUT FUSION

SCEE (16) 09 TIPPED N/A

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

SILVER

WORLD RALLY CHAMPIONSHIP

SCEE (14) 09 TIPPED N/A

At last - some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

CHEAT	CODE
Greater acceleration	EVOPOWER
Comedy commentary	HELIUMAID
No chassis	THATSTUPID
Flying cars (in replays)	FLOATYLIGHT
Overhead camera	DOWNBELOW
Reversed camera	ONTHECEILING
Underwater graphics	WIBBLYWOBBLY
Psychedelic graphics	IMGOINGCRAZY



confirm correct entry. Start a new game and you'll be armed according to your new rank.

CHEAT	CODE
Private	
Sergeant	
Lieutenant	
Captain	
Major	
Colonel	
General	
Master Of X-Squad	

ZONE OF THE ENDERS

KONAMI (26) 09 TIPPED N/A

REFILL AMMO AND HEALTH

Pause the game at any time and press . Please note that your level will be penalised each time this code is activated.

UNLOCK VERSUS MODE

At the 'Press Start' Screen, press . A sound will confirm correct code entry. Alternately, successfully complete Single Player mode under any difficulty setting. Complete the game a second time under any difficulty setting to unlock two more stages.

ALL CHARACTERS AND LEVELS IN VERSUS MODE

Successfully complete the game on Easy mode with at least a 'D' ranking.

ALTERNATE ENDING SEQUENCES

Earn an 'A' rank in all SOS calls. New music will play during the ending sequence.



REPLAY

TAKE YOUR GAMES FURTHER

FIRST TIPPED: ISSUE03

PROJECT ZERO



Last issue we got you through the game. Now we exorcise every last lump of ectoplasmic sputum once and for all!

#01 BONUS FUNCTIONS

GET THE BEST OUT OF YOUR CAMERA AND GIVE THE GHOULS A HARD TIME WITH OUR GUIDE TO THE BONUS FUNCTIONS.



Don't push me: If a spook gets too close, Pressure will push them back, out of harm's way



Take it slow: Activate slow and snap that all-important finishing shot at your own leisure



I see the light: See creates quite a fancy effect, but it's not really that much use



Stop right there: Make Paralyze the first Bonus Function you acquire – it's the most useful



No hiding place: Good for snapping Core shots, but you should be able to do that anyway

PRESSURE

COST: 16,000

SHOT TYPE: Impact

RATING: 1/5

Used to 'push' Hatred spirits away from you, Pressure is best used against spirits that attack by suddenly rushing towards you e.g. Broken Neck spirits. However, using Pressure makes grabbing Core, Close, Zero and Special Shots virtually impossible. In a nutshell, Pressure is pants and is best avoided like a haunted house...

SLOW

COST: 18,000

SHOT TYPE: Slow

RATING: 2/5

As the name suggests, this function slows down a Hatred spirit. Apart from the obvious benefits, Slow is possibly best used against spirits that perform certain moves before a Zero shot opportunity e.g. the Novelist. Activating Slow just before the Capture Circle glows orange will give you more time to grab the Zero shot.

SEE

COST: 12,000

SHOT TYPE: Find

RATING: 1/5

This causes Hatred spirits to glow yellow, making them completely visible for a limited duration. Although it sounds like See would be a worthy function, there really aren't any occasions when it's required as none of the ghosts remain hidden for so long that you don't know where they are. You'd just be wasting your points!

PARALYZE

COST: 20,000

SHOT TYPE: Blind

RATING: 5/5

Paralyze temporarily freezes Hatred spirits in their tracks and is by far the best Bonus Function in the game. Activate it when the Capture Circle glows orange, and not only do you get plenty of time for the Zero Shot, but you also have time to centre the crosshairs for a Core Shot and to move closer for a Close shot.

SEARCH

COST: 14,000

SHOT TYPE: n/a

RATING: 0/5

This searches for the location of Hatred spirits and automatically centres the crosshairs on the ghost's core. As being able to locate ghosts is a basic requirement of the game, you shouldn't have to rely on Search to do it for you. It's the most useless of the Bonus Functions and doesn't even give a score multiplier. And that's that!



#02 SPECIAL FUNCTIONS

MAKE CATCHING SPOOKS EVEN EASIER BY ACQUIRING SOME SPECIAL FUNCTIONS FOR YOUR CAMERA. HERE'S WHAT THEY ALL DO...

SENSE

UNLOCKED: After completing Battle Mode.

COST: 42,000

RATING: 3/5

Once you've unlocked Battle Mode it's worth quickly making your way through it (not worrying about your rank and points) just so you can obtain the Sense function. When enabled it adds directional indicators to the crosshair of the camera, allowing you to track the whereabouts of Hatred and Floating spirits with ease. As you don't have the benefit of the filament on Nightmare difficulty, Sense can be used against hard-to-find Hatred spirits that move and rematerialize often e.g. the Boy Hiding on the second night.

CHASE

UNLOCKED: Once Battle Mode is completed with an S-Rank on every stage.

COST: 64,000

RATING: 2/5

Keeping **[X]** pressed down with Chase enabled makes the camera automatically follow a Hatred spirit's core (with the exception of Kirie). The best use for this is if you're facing an evil spirit that disappears and rematerializes and is most useful against Blinded spirits. However, when playing through the game you do get to know the various movements of Hatred spirits, therefore making the Chase function fairly worthless. Like the Zoom function, Chase is only worth getting if you really want a full compliment of Special Functions.

ZOOM

UNLOCKED: After completing the game once.

COST: 80,000

RATING: 1/5

Straightforward to unlock, but unfortunately pretty useless. When enabled, press **[X]** to zoom in and

[X] to zoom out. It's best used to fill your photo album with impressive shots – allowing better pictures of Floating spirits that materialize near/far from you. Zoom should not be used against Hatred spirits as it makes judging the distance between you and evil spooks rather difficult and can often result in you being grabbed by a ghoul. Only obtain this function if you really want a full compliment of Special Functions.

NONE

UNLOCKED: After completing the game on Nightmare difficulty.

COST: 74,000

RATING: 4/5

When enabled, the None function allows pictures to be taken without using up any film. If you play through the game after obtaining the None function, it's worth keeping it enabled when you're wandering around the mansion. You can then take pictures of non-hostile spectres (i.e. any ghosts that aren't Hatred spirits) and clues without having to waste any film at all. However, when driving Hatred spirits away, you should remember to enable the Zero function instead.

ZERO

UNLOCKED: Once the Ghost List is 100% completed.

COST: 92,000

RATING: 5/5

This is the most useful of all the Special Functions. The Zero function keeps the Mystical Power of the camera fully charged at all times, making Zero Shots much easier to snap and Hatred spirits an absolute breeze to drive away. As playing the game on Nightmare difficulty or obtaining an S-Rank on all the Battle Mode stages without Zero really is a nightmare, you should make completing the Ghost List your highest priority. If you're having trouble finding all the spooks, check out our 'Ghost List'!

#03 GHOST LIST

FINISHED THE GAME BUT HAVEN'T COMPLETED THE GHOST LIST? WELL, HERE'S ALL THE SPOOKS AS THEY APPEAR IN THE GAME.

GHOST	TYPE	WHERE	WHEN
1. Bound Man	Hatred	Various	Various
2. Bound Man	Hatred	Various	Various
3. Female Head	Hatred	Various	Various
4. Man with LongArms	Hatred	Various	Various
5. Broken Neck	Hatred	Various	Various
6. Editor's Spirit	Hatred	Various	1st Night
7. Assistant's Spirit	Hatred	Various	1st Night
8. Novelist's Spirit	Hatred	Narukami Shrine	1st Night
9. Floating Woman	Hatred	Various	Various
10. Wandering Man	Hatred	Various	Various
11. Crawling Girl	Hatred	Doll Room	First Night
12. Boy Hiding	Hatred	Fireplace Rm	2nd Night
13. Girl in Well	Hatred	Backyard	2nd Night
14. Long Hair Woman	Hatred	Various	Various
15. Wandering Monk	Hatred	Various	Various
16. Blinded	Hatred	Various	Various
17. Woman Hanging	Hatred	Cherry Atrium	2nd Night

GOD'S TEETH!!!

Tips and tricks so good they could only have come from the mouth of God himself...

NIGHTMARE MODE

Not just a clever name, Nightmare difficulty really is a nightmare, but our expert tippage should help you survive the horror...

- Before attempting to play through the game on Nightmare difficulty you should make sure that you have obtained the Zero Special Function. If you haven't, play through the game on Normal to complete the Ghost List and unlock this vital Special Function.
- Make sure you've got plenty of film, spirit stones and health items. If you need to, play through the game on Normal and stockpile goodies first.
- Always try and ensure you have a Stone Mirror in your inventory. The Hatred spirits do much more damage on Nightmare difficulty and it's not unusual for one touch to kill you.
- On Nightmare difficulty you no longer have the benefit of the on-screen filament to warn you when

spirits are nearby. Instead, you must rely on your eyes and ears...

- With the Zero Special Function enabled, you don't have to worry about charging the camera's Mystical Power, allowing you to take much more damaging shots straight away.
- Save higher grade film for the unique Hatred spirits (Novelist, Headless Priests, Family Master, Kirie etc.). All common Hatred spirits (Blinded, Man with Long Arms, Broken Neck etc.) can be driven away using Type-14 Film. The Zero function ensures that every shot does the maximum damage and because Type-14 is readily available from the Save Points, you won't run out.
- To obtain an S-Rank on Nightmare difficulty, you can only save the game between chapters. Another good reason to make sure you always have a Stone Mirror in your possession.

BURIED TREASURE

You need spirit and courage to unlock all the goodies!

UNLOCK	HOW
Battle Mode	Complete game once
Special Costume 1	Complete game once
Special Costume 2	Complete game twice on Nightmare Difficulty
Special Costume 3	Complete game on Nightmare Difficulty with an S-Rank
Ghost List	Complete game once
Sound Test	Complete game once
Ranking Menu	Complete game once
Zoom Special Function	Complete game once
Sense Special Function	Complete Battle Mode
Zero Special Function	Complete Ghost List
Chase Special Function	Complete Battle Mode with all S-Ranks
None Special Function	Complete game on Nightmare Difficulty
Nightmare Difficulty	Complete Battle Mode
Chapter Select	Complete game on Nightmare Difficulty
Alternate Ending	Complete game on Nightmare Difficulty

18. Folklorist's Spirit	Hatred	Various	2nd Night	64. Observatory Man	Floating	Cherry Atrium	2nd Night
19. Floating Face	Hatred	Various	Various	65. Girl Under Porch	Floating	Cherry Atrium	2nd Night
20. People Killed	Hatred	Various	Various	66. Man Before Door	Floating	Demon Mouth	2nd Night
21. People Killed	Hatred	Various	Various	67. Girl Pointing	Floating	Burial Room	2nd Night
22. People Killed	Hatred	Various	Various	68. Kid Hiding	Floating	Kimono Room	2nd Night
23. Shrine Maiden	Hatred	Various	Final Night	69. Man in Study	Floating	Tatami Room	2nd Night
24. Headless Priest	Hatred	Square Garden	3rd Night	70. Man Before Study	Floating	Tatami Room	2nd Night
25. Headless Priest	Hatred	Abyss	3rd Night	71. Observatory Man	Floating	Tatami Room	2nd Night
26. Headless Priest	Hatred	Backyard	3rd Night	72. Hall Wanderer	Floating	Hidden Pass	2nd Night
27. Headless Priest	Hatred	Cherry Atrium	3rd Night	73. Man in Hall	Floating	Hidden Pass	2nd Night
28. Family Master	Hatred	Various	Final Night	74. Man in Atrium	Floating	Burial Room	3rd Night
29. Kirie	Hatred	Hell Gate	Final Night	75. Turning Mask Man	Floating	Cherry Atrium	3rd Night
30. Rope Hallway Man	Floating	Rope Hallway	Intro	76. Girl in White	Floating	Dungeon	Final Night
31. Man Looking Down	Floating	Fireplace Room	Intro	77. Child Behind	Ground-Tied	Entrance	Intro
32. Man at Partition	Floating	Entrance	1st Night	78. Angry Man	Ground-Tied	Fireplace Room	Intro
33. Man on a Beam	Floating	Rope Hallway	1st Night	79. Woman in Kimono	Ground-Tied	Kimono Room	1st Night
34. Bro's Shadow	Floating	Fireplace Room	1st Night	80. Woman in Pain	Ground-Tied	Cherry Atrium	1st Night
35. Hallway Man	Floating	Fireplace Room	1st Night	81. Monk Into Dark	Ground-Tied	Fish Tank Room	1st Night
36. Man at Screen	Floating	Fireplace Room	1st Night	82. Girl Turning	Ground-Tied	Backyard	1st Night
37. Wandering Man	Floating	Library	1st Night	83. Warped Man	Ground-Tied	Forest Path	1st Night
38. Dead Man's Body	Floating	Library	1st Night	84. Monk out of Dark	Ground-Tied	Stairway	2nd Night
39. Man at Window	Floating	Kimono Rm	1st Night	85. Tormented Ones	Ground-Tied	Narukami Shrine	2nd Night
40. Man in Closet	Floating	Lamp Hallway	1st Night	86. Burned Man	Ground-Tied	Abyss	2nd Night
41. Standing Man	Floating	Library	1st Night	87. Evil Woman	Ground-Tied	Grand Hall	2nd Night
42. Man Behind	Floating	Kimono Rm	1st Night	88. Talking Ghosts	Ground-Tied	Hidden Pass	2nd Night
43. Woman at Mirror	Floating	Walkway 2F	1st Night	89. Long Hair Woman	Ground-Tied	Attic	Final Night
44. Wandering Woman	Floating	Burial Rm	1st Night	90. Man at Bottom	Ground-Tied	Hell Bridge	Final Night
45. Girl Pointing	Floating	Storehouse	1st Night	91. Six Vengeance	Ground-Tied	Rope Altar	Final Night
46. Woman on Porch	Floating	Cherry Atrium	1st Night	92. Ogata	Ground-Tied	Library	3rd Night
47. Woman in Atrium	Floating	Cherry Atrium	1st Night	93. Hirasaka	Ground-Tied	Abyss	3rd Night
48. Woman Turning	Floating	Doll Room	1st Night	94. Takamine	Ground-Tied	Narukami Shrine	3rd Night
49. Woman Who Jumps	Floating	Cherry Atrium	1st Night	95. Blind Demon	Ground-Tied	Blinding Room	3rd Night
50. Man Turning	Floating	Stairway	1st Night	96. Yae	Ground-Tied	Cherry Atrium	3rd Night
51. Woman at Corner	Floating	Stairway	1st Night	97. Munakata	Ground-Tied	Banned Path	3rd Night
52. Woman Hanging	Floating	Cherry Atrium	1st Night	98. Family Master	Ground-Tied	Grand Hall	3rd Night
53. Blinded Woman	Floating	Rubble Rm	1st Night	99. Kirie's Love	Ground-Tied	Abyss	Final Night
54. Female Head	Floating	Stairway	1st Night	100. Truth Binder	Ground-Tied	Buddha Room	Final Night
55. Man in Backyard	Floating	Backyard	1st Night	101. Burdened Man	Ground-Tied	Abyss	Final Night
56. Girl Pleading	Floating	Backyard	1st Night	102. Seductress	Seal	Storehouse	1st Night
57. Standing Man	Floating	Forest Path	1st Night	103. Woman Pulled In	Seal	Abyss	1st Night
58. Crucified Man	Floating	Narukami Shrine	1st Night	104. Child Onlooker	Seal	Doll Rm	1st Night
59. Child on Porch	Floating	Cherry Atrium	2nd Night	105. Vengeance in Wall	Seal	Stairway	2nd Night
60. Kid Running Away	Floating	Stairway	2nd Night	106. Vengeance	Seal	Rope Hallway	2nd Night
61. Kid Running Away	Floating	Fish Tank Rm	2nd Night	107. Girl Hiding	Seal	Walkway	2nd Night
62. Bro's Shadow	Floating	Corridor	2nd Night	108. Crushed Woman	Seal	Rubble Rm	3rd Night
63. Hanged Woman	Floating	Cherry Atrium	2nd Night				

#04 BATTLE MODE

THIS HIDDEN BONUS GAME ISN'T EASY, BUT WITH OUR EXPERT GUIDE THOSE GHASTLY GHOSTS WILL SOON BE ECTOPLASMIC TOAST!

THE BASICS

■ To obtain an S-Rank you need to score at least 7000 points with your final shot. All earlier shots are irrelevant to your final rank.

■ Always enable Paralyze as the Bonus Function and Zero as the Special Function.

■ Snap away until only one more shot is required to drive away a spirit.

■ For the finishing shot, activate Paralyze when the Capture Circle glows orange.

■ Once you've 'paralyzed' a ghoul, always centre the crosshairs inside the ghost's core before snapping the finishing shot.

MISSION 01

LOCATION: Doll Room

SPIRITS: Editor's Spirit

Take a couple of quick snaps and wait for the Editor to rush towards you. Use Paralyze and take the final shot.

MISSION 02

LOCATION: Entrance

SPIRITS: Broken Neck

Go into Camera Mode, walk towards the Broken Neck and take a Zero shot when she turns around. Step back into the corner and wait for her to rush towards you. When she does, use Paralyze and take the final shot.



MISSION 03

LOCATION: Forest Path

SPIRITS: Floating Woman

Go into Camera Mode and focus on the spirit while moving down the steps. Use Paralyze when the Floating Woman suddenly lunges towards you – time it right!

MISSION 04

LOCATION: Tatami Room

SPIRITS: Assistant's Spirit

Take a single shot, but keep your eye on the filament as the Assistant's Spirit often disappears. When she rematerializes she'll rush towards you, so get ready to use Paralyze!

MISSION 05

LOCATION: Backyard

SPIRITS: Novelist's Spirit

Immediately run towards the Save Point to avoid being grabbed. When the Novelist materializes, snap four shots to sufficiently deplete his 'life' and wait until he stops and bends over before using Paralyze.

MISSION 06

LOCATION: Corridor

SPIRITS: Long Hair Woman

Grab a couple of shots when the Long Hair Woman appears from behind the walls. You'll have to let her get close before the Capture Circle glows orange and you can use Paralyze for the final shot.

MISSION 07

LOCATION: Abyss

SPIRITS: Wandering Monk

Grab a couple of shots and use the filament to follow the spirit as he disappears and rematerializes. Use Paralyze when the Wandering Monk either stops moving and puts his hands together; rushes towards you; or materializes behind you and kicks.

MISSION 08

LOCATION: Grand Hall

SPIRITS: Blinded

The Blinded spirit can take a while to appear, but simply remain still and wait. When she does appear, wait for the Capture Circle to glow orange and take a shot. Follow her with the Capture Circle as she moves and use Paralyze when it glows.

MISSION 09

LOCATION: Entrance

SPIRITS: Broken Neck & Editor's

Drive away the Broken Neck first. You should be able to take on both Hatred spirits from your starting position, but watch out for their rushing attacks. When only one spirit remains, use Paralyze as it rushes forwards.

MISSION 10

LOCATION: Backyard

SPIRITS: Folklorist's Spirit

Snap four shots to sufficiently deplete the Folklorist's 'life'. Wait until he

stops moving and starts waving his arms around before using Paralyze. You can earn more points by using Paralyze and grabbing the finishing shot when the Folklorist ducks down close to you and lunges.

MISSION 11

LOCATION: Cherry Atrium

SPIRITS: Headless Priest

Snap three shots to sufficiently deplete the Headless Priest's 'life'. You can grab an easy finishing shot while he throws missiles, but for more points, wait for him to fly into the air.

MISSION 12

LOCATION: Entrance

SPIRITS: Crawling Girl & Long Hair Woman

Drive away the Crawling Girl first, although you should snap the Long Hair Woman a couple of times just to keep her at a safe distance. You'll have to let the Long Hair Woman get close to you before you can take a finishing shot.

MISSION 13

LOCATION: Abyss

SPIRITS: Blinded

This one's easy. Just use the normal strategy for defeating Blinded spirits and you'll have an S-Rank.



MISSION 14

LOCATION: Abyss

SPIRITS: Crawling Girl & Girl in Well

Drive away the Crawling Girl first. Once she's gone, focus on the fence behind

the area of trees ahead of you and snap quickly when the Capture Circle glows. Following the initial shot, the Girl in Well usually rushes towards you – use Paralyze and snap the finishing picture.

MISSION 15

LOCATION: Fish Tank Room

SPIRITS: Family Master

Snap four or five shots to sufficiently deplete the Family Master's 'life'. Use Paralyze as he rushes towards you with his sword attack and you'll be laughing.

MISSION 16

LOCATION: Grand Hall

SPIRITS: 2x Headless Priests

Drive away either one of the spirits as quickly as possible. The strategy for a good finishing shot depends on which Headless Priest remains. One of them disappears into the floor and rematerializes by your feet, while the other disappears into the ceiling and rematerializes above your head. To get the shot, wait for the spirit to disappear, take a few steps back, aim either at the floor or ceiling and get ready to use Paralyze.

MISSION 17

LOCATION: Kimono Room

SPIRITS: Assistant's & Novelist's

Drive away the Assistant's spirit with two quick shots. Sufficiently deplete the Novelist's 'life' and use Paralyze when the Novelist stops.

MISSION 18

LOCATION: Backyard

SPIRITS: Woman Hanging & Folklorist's

Drive away the Woman Hanging first. Use Paralyze when the Folklorist materializes close to you, ducks down and lunges forward.

MISSION 19

LOCATION: Buddha Room

SPIRITS: Family Master

Use the same strategy as before: snap away and grab the finishing shot when the Family Master rushes towards you with his sword.

LADY PLEASERS

Here's looking at Miku...

If you're photographing a ghost near a mirror, you can get some truly chilling pictures if you take a shot that not only shows the spook, but also shows Miku's reflection as well. And if that don't put the willies up your girlfriend, nothing will.



MISSION 20

LOCATION: Rope Altar

SPIRITS: Kirie

Bonus Functions don't work against Kirie, so you lose Paralyze and one of the score multipliers. You can still use the Zero function, meaning the Zero and Special multipliers are guaranteed, but for an S-Rank you'll need Core and Close score multipliers. Get as close as possible to Kirie and ensure the crosshairs are central when you take the finishing shot.



MAKE THE GRADE

Prove you're not a big pair of cissy wet knickers that smells of scaredy skids by kicking Project Zero's ghoulish ass – just like we did!



Lumpy farts: Make it through without much pant mess if you can

★ GRADE 1: AMATEUR

Complete the game with only minimal turtle marks in your kegs. Your mum will be so pleased!



Shocking list: You'll need to snap all 108 spooks to complete the Ghost List

★ GRADE 2: PROFESIONAL

Complete the Ghost List and complete the game on Nightmare difficulty. Boo!



A real ranker: We are absolutely brilliant at this game. Are you?

★ GRADE 3: ELITE

Obtain an S-Rank on Nightmare difficulty and on all Battle Mode stages. You are no scaredy cat!

R

REPLAY

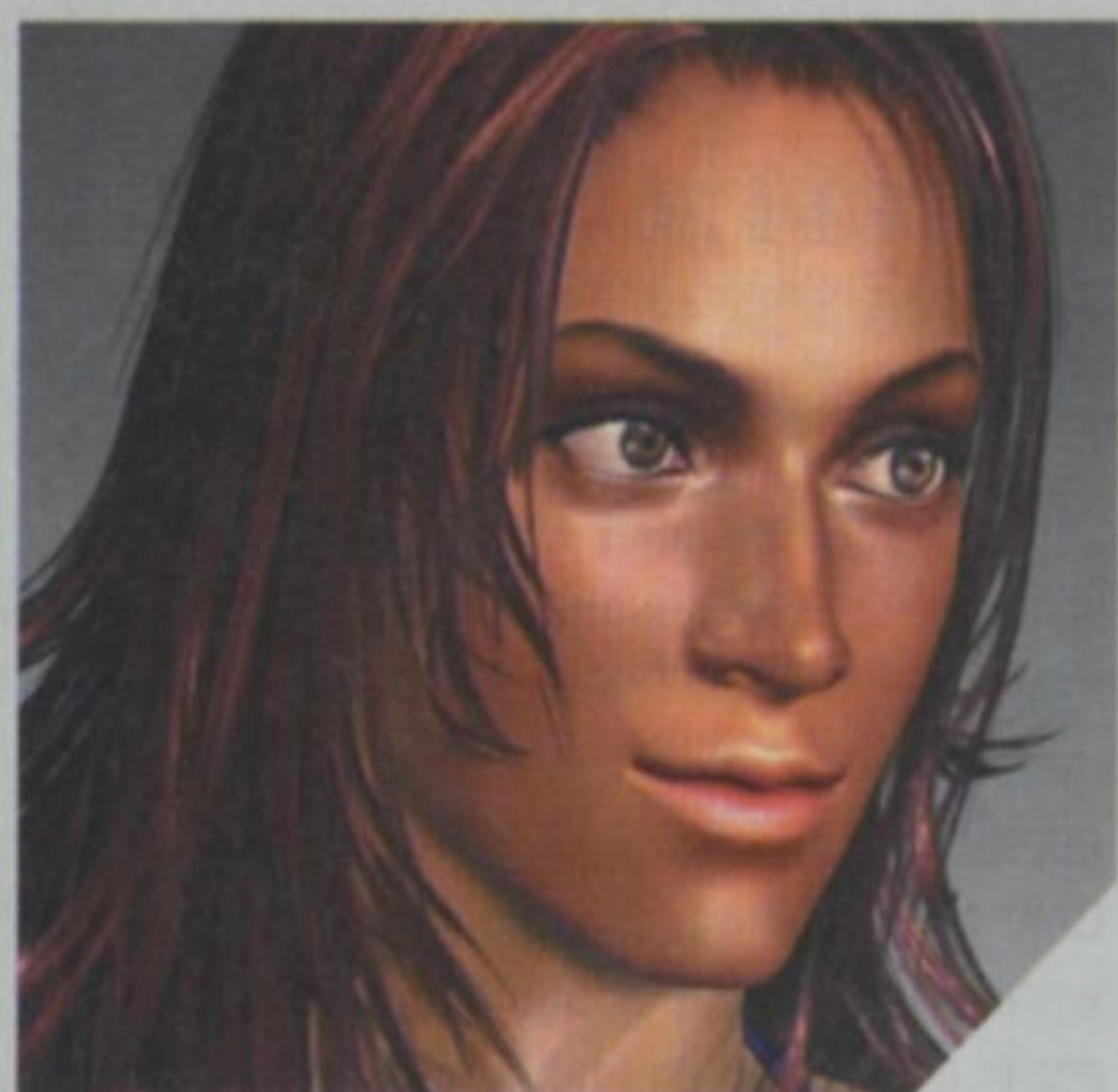
TAKE YOUR GAMES FURTHER

FIRST TIPPED: ISSUE 03

TEKKEN 4

Mashing the buttons is for 'scrubs', so you'll need to master these advanced moves and stances to be a true master of the Iron Fist...

KEY WR = WHILE RISING WC = WHILE CROUCHING BE = BACK TOWARDS ENEMY



**CHRISTIE
MONTIERO/
EDDIE**

KILLER COMBO

Samba Slippery Kick (→ + ◎, ⊗ + ◎) to
Negativa to Armada Combo (△, ◎) to Leg
Whip Mars Attack Flip (← + ◎, ◎, ⊗ + ◎)
(89 damage)

TO NEGATIVA STANCE

Negativa - ↓ + ⊗ + ◎
Island Mirage to Negativa - ↘ + ⊗ (hold),
↓ (15 damage)

FROM NEGATIVA STANCE

Negativa to Mela-Lua Combo - ◎, ⊗
(25 damage)
Negativa to Armada Combo - △, ◎
(25 damage)
Negativa to Flare Combo - △, ⊗ (25 damage)
Negativa to Au Maladro - △, ◎ (30 damage)
Low Front Stinger - ⊗ + ◎ (25 damage, ⊗

to cancel and do 15 damage)
Knee Slicer Low Front Stinger - ◎, ⊗ +
◎ (35 damage)
Ipanema Wings - ◎, ⊗ (12 damage)
Ipanema Wings to Slippery Kick - ◎,
⊗, ⊗
+ ◎ (12 damage)
S-Dobrado - ⊗, ◎ (20 damage)
Rio Delight Knee Slicer - ⊗ N ◎
(28 damage)



**PAUL
PHOENIX**

10 HIT COMBOS

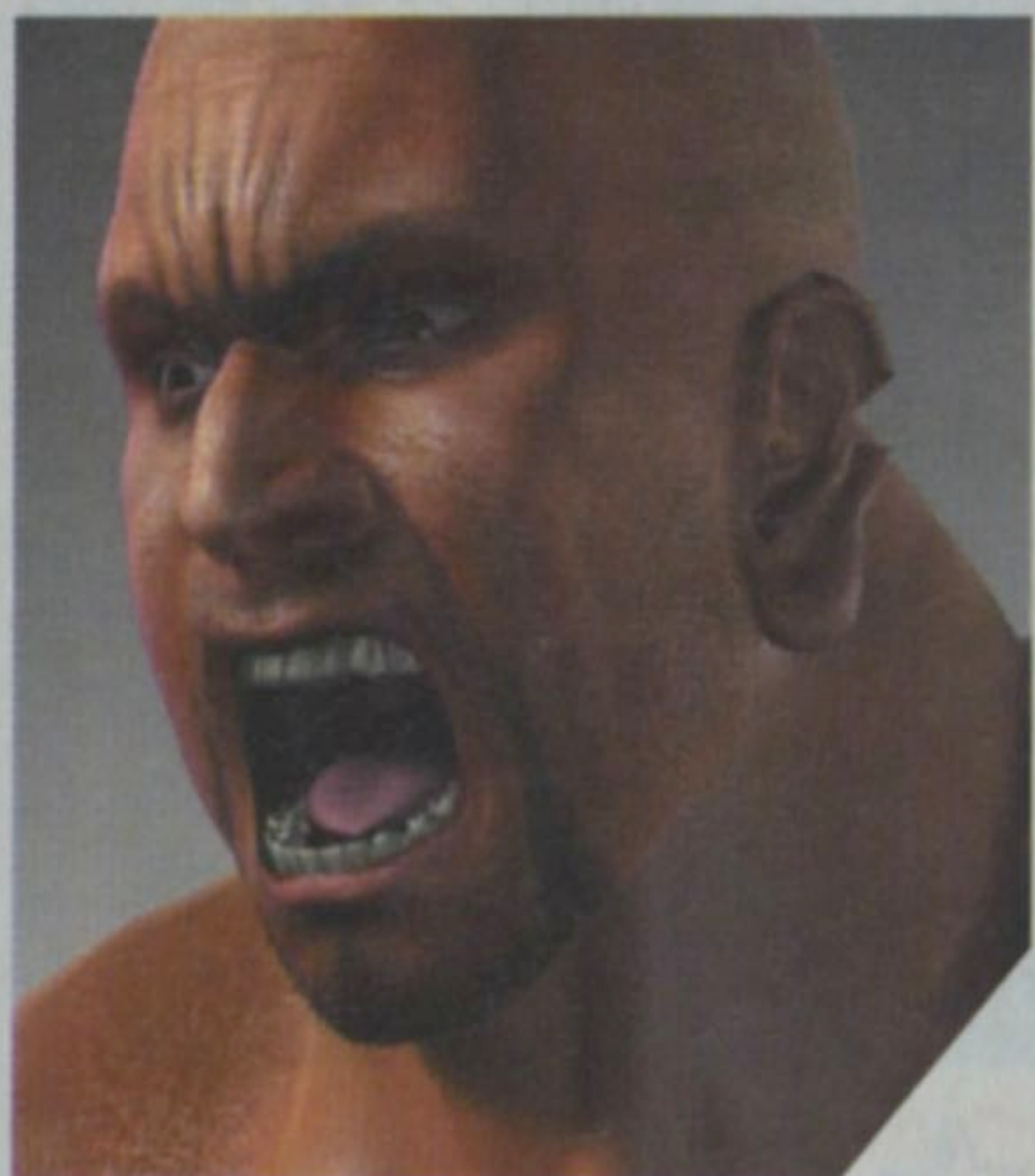
◎, △, ⊗, △, ◎, △, ◎, △, ◎, △,
◎ (91 damage)
◎, △, ⊗, ◎, ◎, △, ◎, ◎, △, ◎
(93 damage)
◎, △, ⊗, ◎, △ (61 damage)

KILLER COMBO

Stone Breaker (WC (hold) ↘ △, △) to
Demolition Man (↓ + ◎, during hit △,
during hit ◎) (47 damage)

SIMPLE POWER
MOVES

Phoenix Bone Breaker - → (hold), →,
△, during hit, ◎ (41 damage)
Hammer Punch to Power Punch - ↓
+ ◎, △ (41 damage)
Phoenix Smasher - ↓, ↘, →, △
(33 damage)
Burning Spear - ←, →, ◎
(30 damage)
Gut Buster - (WC) (hold) ↘ + △, ◎
(46 damage)



**CRAIG
MARDUK**

KILLER COMBO

Around The World (6 (hold) → + ◎ + △, to
Hell Stab (WR ◎) to Alligator Combo (↓ + △,
◎) (62 damage)

TO MOUNT

Ready Position (⊗ + ◎) to Double Leg Take
Down (◎ + △) (12 damage)
Northern Lights Suplex (↓, ↘, →, ◎) to Mount
(◎ + △) (15 damage)
Power Slam (↓, ↘, →, △) to Mount (◎ + △)
(15 damage)

DURING MOUNT/BACK
MOUNT

Mount Punch (Left) (◎) to Headbutt (automatic,
after fourth punch hits) (62 damage)
Mount Punch (Right) (△) to Arm Lock (automatic,
after fourth punch hits) (62 damage)
Mount Punch (Left Heel Lock) (◎ + ⊗)



(45 damage)
Mount Punch (Right Heel Lock) (△ + ◎)
(45 damage)
Back Mount Punch (Left) (◎) to Headbutt
(automatic, after fourth punch hits)
(82 damage)
Back Mount Punch (Right) (△) to Sleeper Choke
(automatic, after fourth punch hits) (82 damage)
Back Mount Punch (Left Sleeper Hold) (◎
+ ⊗) (45 damage)
Back Mount Punch (Right Sleeper Hold) (△ +
◎) (45 damage)

GOD'S TEETH!!!

Tips and tricks so good, they could only have come from the mouth of God Himself...

JUGGLING

You've probably heard the term loads of times before, but what does it actually mean? Juggling is common to most modern beat-'em-ups, and consists of a combo of moves starting with something that physically knocks your opponent into the air. While they're up there, they (usually) can't block, so it's the ideal time to string together as many moves as possible to rack up some guaranteed serious damage.

Each character has at least a couple of moves which could start off a juggle combo – practise the ones listed here, and see if you can string together your own deadly juggles to leave your opponent confused, battered and bruised.

BRYAN FURY

←, ←, ⊕
↓, ↙, ←, ⊕

CHRISTIE MONTIERO

↗ + ⊗, ⊗
⊗, ⊗

CRAIG MARDUK

↘ + ⊕
↙ + ⊕, ⊕

HEIHACHI MISHIMA

↘ + ⊕, ⊕
→, →, ⊕

HWOARANG

← + ⊗
→, ↓, ↘, ⊗

JIN KAZAMA

WS ⊕
←, →, ⊕, ⊕, ↓ + ⊕

JULIA CHANG

→ + ⊕
⊗, ⊗, ⊕

KING

↗ + ⊗
(from crouch) ↘ + ⊕

KUMA/PANDA

(counter hit) ⊕, ⊕, ⊕,
→, →, ⊕

KAZUYA MISHIMA

WS ⊕, ⊕
↘, ⊗

LEE/VIOLET

↗ + ⊗
↓, ↙ + ⊗

LEI WULONG

⊕, ⊕, ⊕
↙ + ⊗

LING XIAOYU

(Raindance Stance) ⊕, ⊕, ⊗
(Phoenix Stance) 2 ⊕, ⊕

MARSHALL LAW

WS ⊕
(old) ↗ + ⊗

NINA WILLIAMS

↘ + ⊕
⊗, ⊗, ⊕

PAUL PHOENIX

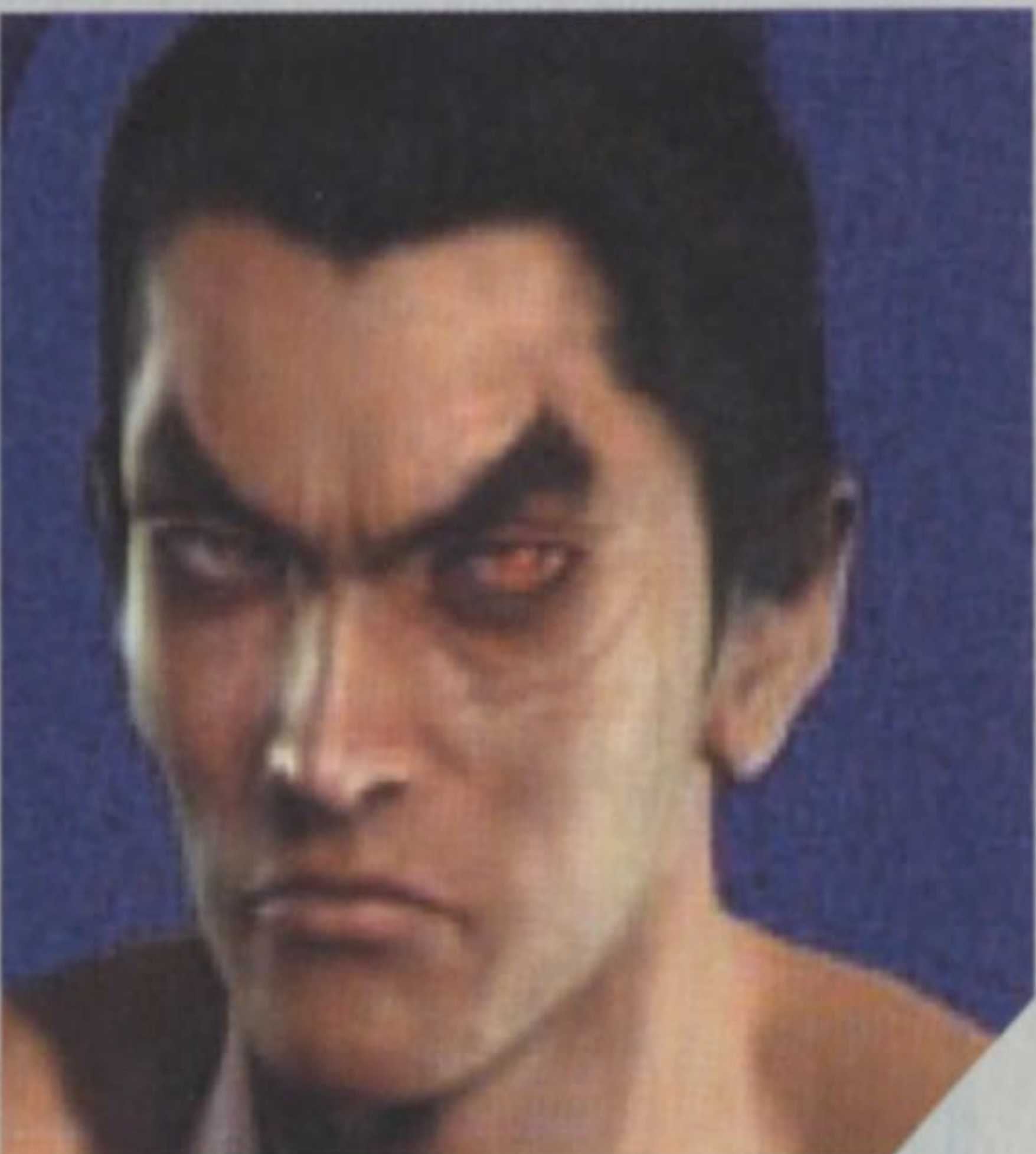
(WS) ⊕
↓, ↘, →, ⊕

STEVE FOX

← (counter hit) + ⊕
→ + ⊗, ⊗, ⊕

YOSHIMITSU

↘ + ⊕
↗ + ⊗



KAZUYA MISHIMA

10 HIT COMBOS

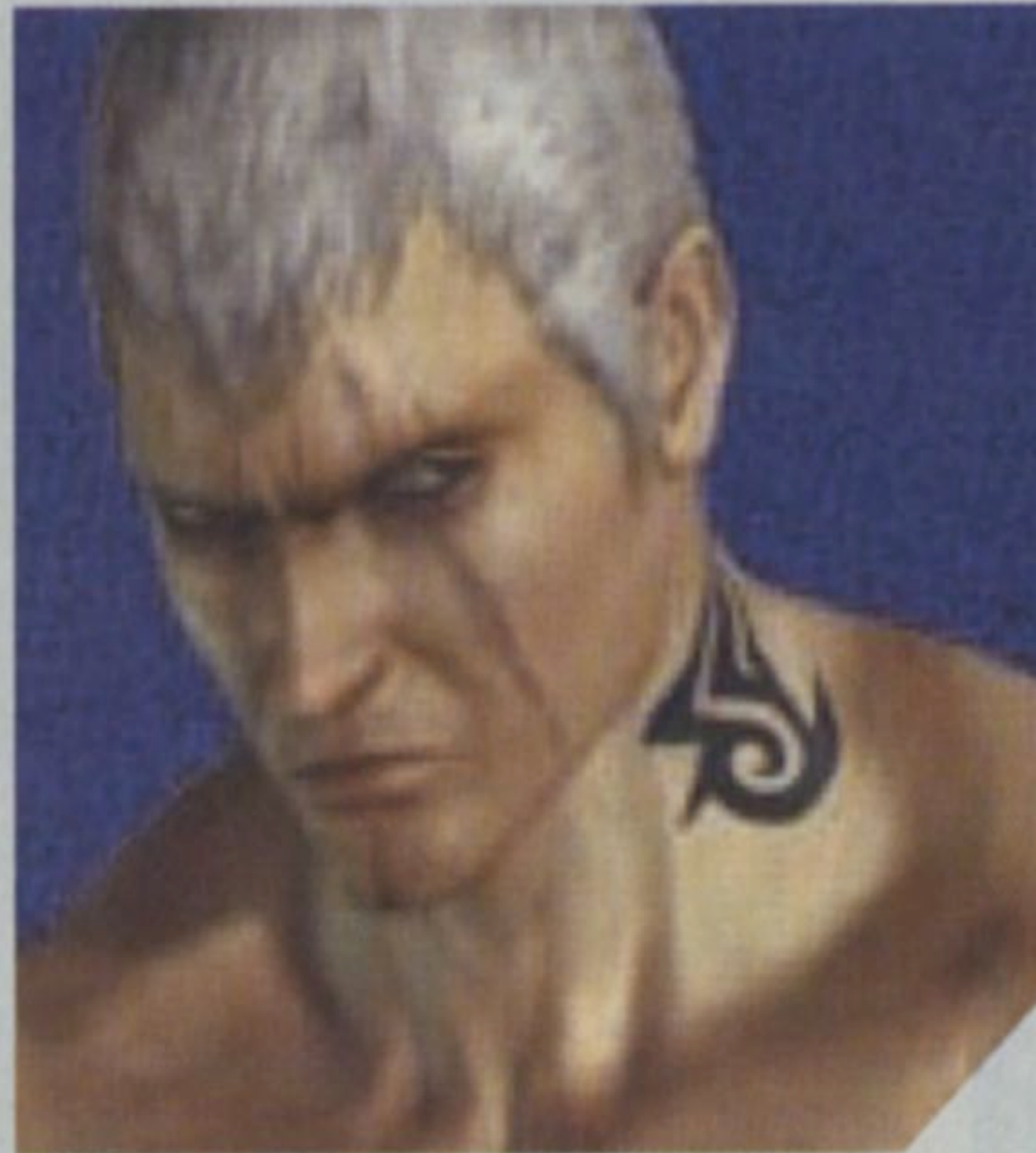
→, →, N, ⊕, ⊕, ⊕, ⊕, ⊗, ⊗, ⊕, ⊕,
⊕ (93 damage)
→, →, N, ⊕, ⊕, ⊕, ⊕, ⊗, ⊗, ⊗, ⊕, ⊕,
⊕ (110 damage)
→, →, N, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊗, ⊕, ⊕,
⊕ (104 damage)

KILLER COMBO

Demon God Fist (WR ⊕) to Rising Uppercut
(→, N, ↓ (hold), ↘, ⊕) to Dragon Uppercut
to Middle Kick (→, N, ↓ (hold), ↘, ⊕, ⊗)
(92 damage)

MIST STEP MOVES

Rising Uppercut – →, N (hold), ↘ (or → N
↓ (hold) 3) + ⊕ (25 damage)
Dragon Uppercut – →, N (hold), ↘ (or → N
↓ (hold) 3) + ⊕ (43 damage)
Spinning Demon – →, N (hold), ↘ + ⊗,
⊗ (24 damage)
Hell Lancer – →, N, ↓ (hold), ↘ + ⊗
(23 damage)
Dragon Uppercut to Middle Kick – →, N, ↓
(hold), ↘ (or →, N, ↓ (hold), ↘) + ⊕, ⊗
(43 damage – both won't hit)
Dragon Uppercut to Spinning Low Kick – →,
N, ↓ (hold), ↘ (or →, N, ↓ (hold), ↘) + ⊕,
⊗ (43 damage – only one will hit)
Spinning Demon – →, N (hold), ↓, ↘ +
⊗, ⊗ (24 damage)



BRYAN FURY

10 HIT COMBOS

←, ⊗, ⊗, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕,
⊕ (104 damage)
←, ⊗, ⊗, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕,
⊕ (86 damage)
←, ⊗, ⊗, ⊕, ⊕, ⊕, ⊕, ⊕, ⊕, ⊗, ⊗,
⊕ (96 damage)

KILLER COMBO

Snake Edge (↘ + ⊗) to Side Step Elbow
(→ + ⊕ + ⊕) to Mach Breaker (→ (hold),
→ + ⊕) (50 damage)

POWER COMBOS

Triple Spin Kick – → + ⊗, ⊗, ⊗
(54 damage)
Hands of Doom – ← + ⊕, ⊕, ⊕
(54 damage)
Cremation – ⊕, ⊗, ⊕, ⊕, ⊕ (76 damage)
Lair's Dance – ⊕, ⊗, ⊕, ⊕, ⊕
(79 damage)





STEVE FOX

KILLER COMBO

Ducking (→ + ⊗ + ⊙) to Skyscraper (△) to Left Right Left Flicker Stance (⊙, △, ⊙ (hold), ←) to Lancer (← △)

TO FLICKER STANCE

Flicker Stance - ←, ⊙ + △ (0 damage)
Right Straight Left Hook to Flicker Stance - △, ⊙ (hold), ← (27 damage)
Left Right Left Flicker Stance - ⊙, △, ⊙ (hold), ← (32 damage)
Uppercut Psyche-out Hook Flicker - ↘ + ⊙, △, ⊙ (hold), ← (22 damage)
Quick Hook to Flicker - ↓ + ⊙ (hold), ← (20 damage)
Rocket Launcher to Flicker - → (hold), → + ⊙ (hold), ← (21 damage)

DURING FLICKER STANCE

Fly Swatter - △ (27 damage)
British Lancer - ← + △ (30 damage)
Spitfire Combo - ⊙, ⊙, ⊙, △ (63 damage)
Tempest Combo - △, →, △ (32 damage)
Power Hook Combo - △, ↓, △ (32 damage)



VIOLET/LEE

10 HIT COMBO

↘ + ⊙, △, △, ⊙, ⊗, ⊗, ⊗, ⊙, ⊗, ⊗

KILLER COMBO

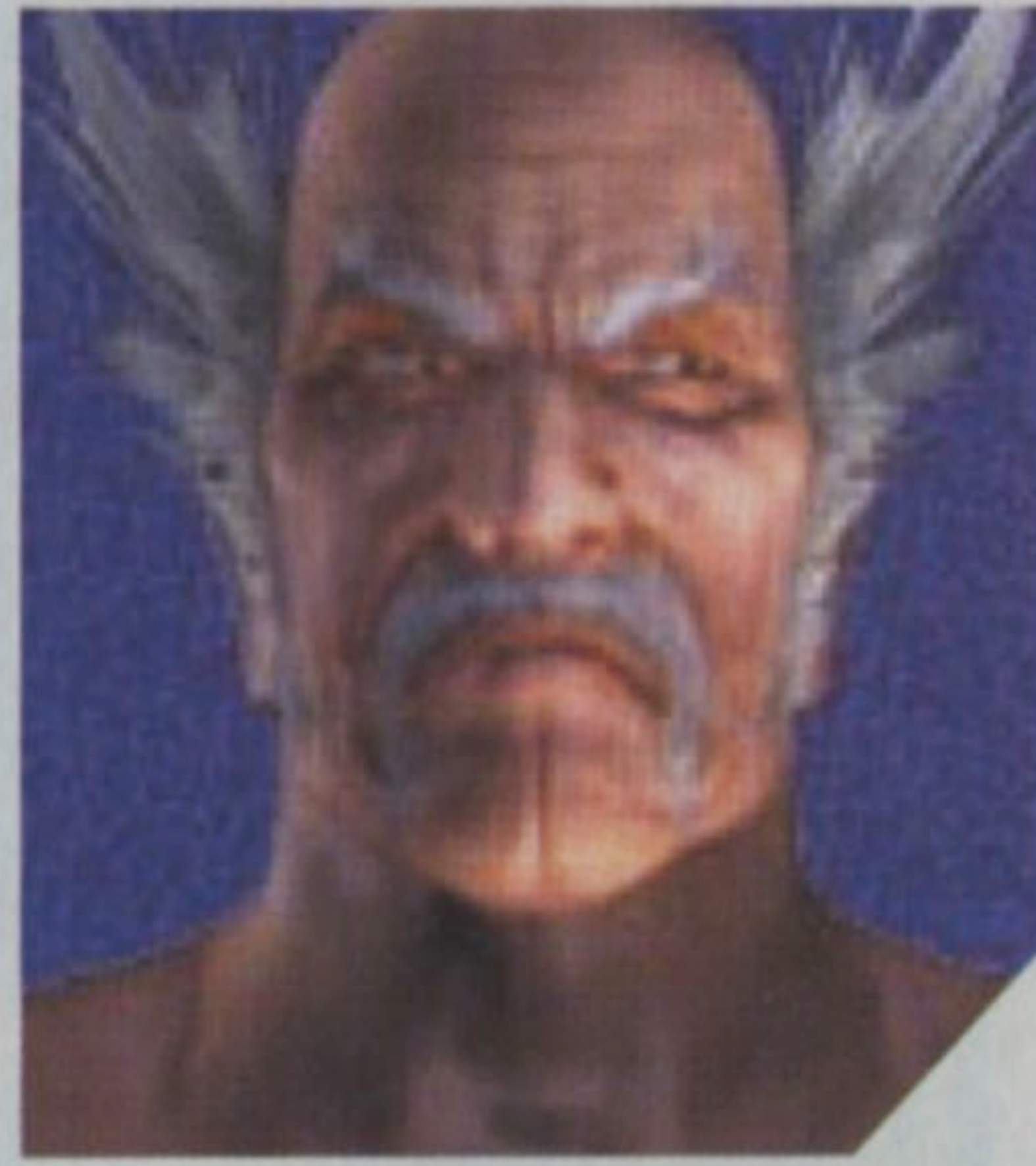
Infinite Kick Chain (WR) - ⊗, ⊗ (hold), ↓, N, ⊗, ⊗... (keep pressing ⊗)
Low/High Variation (during Infinite Kick Chain) - (hold) ↓/↑ + ⊗, ⊗...

TO HITMAN

Hitman - ⊗ + ⊙
Back Handspring to Hitman - ←, ←, N, ⊗ + ⊙

DURING HITMAN

Freaker Jab - ⊙ (15 damage)
Scatter Blow - △ (23 damage)
Shin Slicer - ⊙ (22 damage)
Striker Kick - ⊙, ⊙ (10 damage)
Scatter Kick Throw - ⊗ (34 damage)



HEIHACHI MISHIMA

10 HIT COMBOS

→, →, N, △, ⊙, △, △, ⊗, ⊙, ⊙, ⊙, △, ⊙ (93 damage)
↘ + ⊗, △, △, ⊙, ⊙, ⊙, ⊙, ⊙, △, ⊙ (105 damage)
↘ + ⊗, △, △, ⊙, ⊙, ⊙, ⊙, ⊙, △, ⊙ (100 damage)
↘ + ⊗, △, △, ⊙, ⊙, ⊙, ⊙, △, ⊙, △, ⊙ (95 damage)

KILLER COMBO

Left Splits Kick (→ (hold), → + ⊗) to Rising Uppercut (→, N, ↓ (hold), ↘ + △, to Iron Hand (↓, ↘, →, △) (56 damage)

SHUFFLE STEP MOVES

Rising Uppercut - →, N, ↓ (hold), ↘ + △ (25 damage)
Dragon Uppercut - →, N, ↓ (hold), ↘ + ⊙ (27 damage)
Jumping Low Kick - →, N, ↓ (hold), ↘ + ⊗ (21 damage)
Jumping Mid Kick - →, N, ↓, ↘ + ⊗ (35 damage)
Spinning Demon (to Tsunami Kick) - →, N, ↓ (hold), ↘ + ⊙, ⊙, ⊙ (N, ⊙, ⊙) (38/51 damage)
Spinning Demon Uppercut - →, N, ↓ (hold), ↘ + ⊙, ⊙, ⊙ N ⊙ (46 damage)



JULIA CHANG

10 HIT COMBOS

△, ⊙, ⊙, △, ⊗, ⊗, ⊗, ⊙, ⊙, ⊙, ⊙ (84 damage)
△, ⊙, ⊙, △, ⊗, ⊗, △, ⊗, ⊗, ⊙ (85 damage)
△, ⊙, ⊙, △, ⊗, ⊗, △, ⊙, ⊙, ⊗ (87 damage)

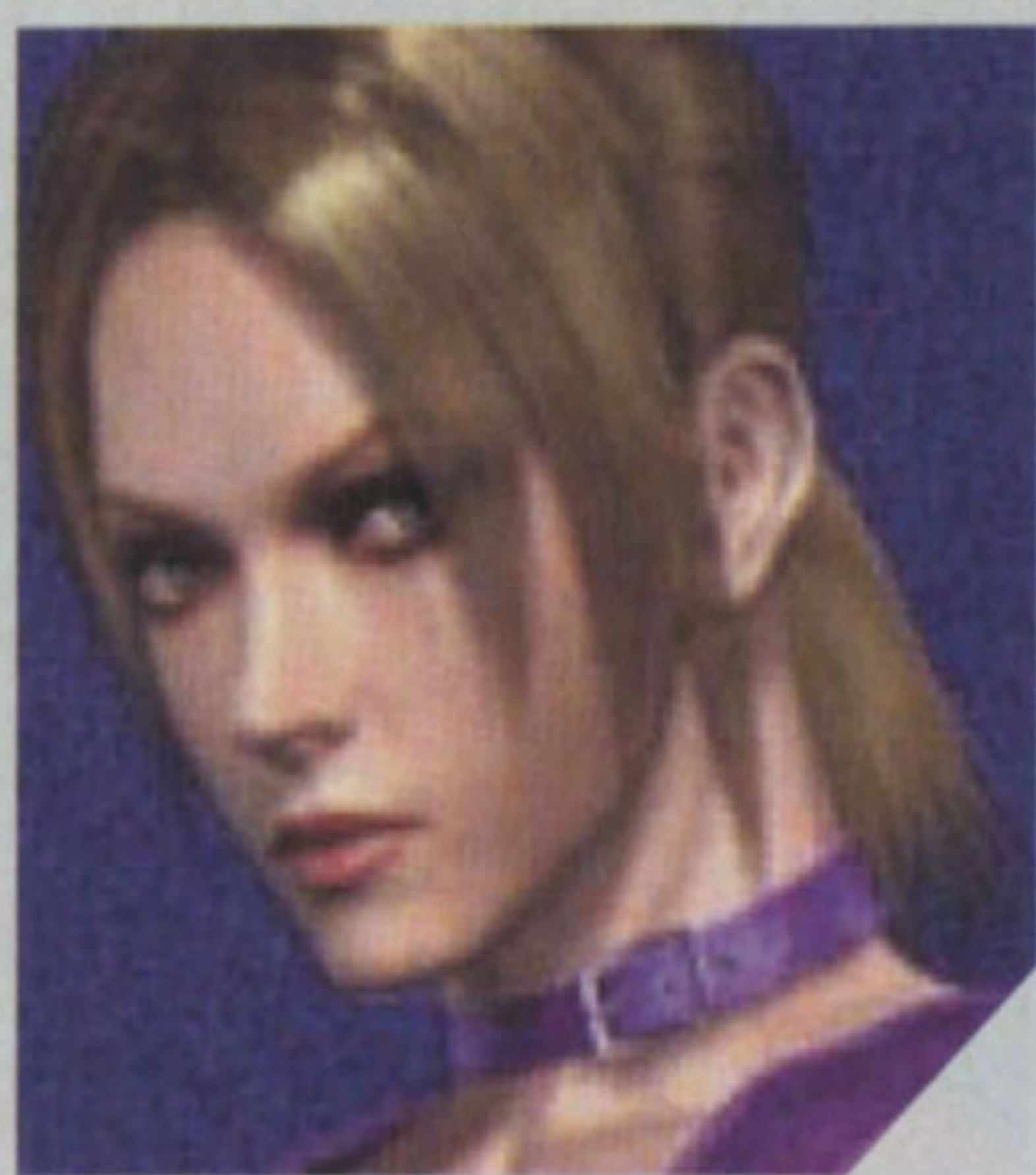
KILLER COMBO

Heavy Uppercut (→ + ⊙ + ⊙) to Heaven Shatter Kick (← + ⊙) to Party Crasher (→ (hold), → + ⊙) to Party Crasher (→ (hold), → + ⊙) to Lightning Bolt (↓ (hold), ↘ + ⊙, △) (84 damage)

TEQUILA SUNRISE COMBOS

Tequila Sunrise - ⊗, △ (15 damage)
Tequila Sunrise Elbow Smash - ⊗, △, △ (36 damage)
Tequila Sunrise Low Kick Slash Uppercut - ⊗, △, ⊙, ⊙ (48 damage)
Tequila Sunrise Low High Kicks - ⊗, △, ⊙, ⊙ (39 damage)
Tequila Sunrise Low Kicks - ⊗, △, ⊙ (hold), ↓ + ⊙ (37 damage)
Tequila Sunrise Combo - ⊗, △, ⊙, ⊙ (44 damage)
Tequila Sunrise Arrow Kick - ⊗, △, ⊙, ⊙, ⊗ (50 damage)





NINA WILLIAMS

10 HIT COMBOS

(↓) ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (90/101 damage)
 (↓) ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (84/95 damage)
 (↓) ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (85/96 damage)

KILLER COMBO

Evil Mist (↓, ↓, → (hold), ↘ + ⊙ + ⊙) to Geyser Cannon (↘ + ⊙ + ⊙) to Jump Kick (↗ + ⊙) to Left Right Combo (⊙, ⊙) to Blonde Bomb (→ + ⊙ + ⊙) (58 damage)

CHAIN THROWS

Backhand Slap (↓, ↓, →, ⊙ + ⊙) to Triple Slaps (⊙, ⊙, ⊙, ⊙, ⊙) to either Neck Crusher (⊙, ⊙, ⊙, ⊙, ⊙, ⊙ + ⊙) (80 damage) or to Leg Stretch Arm Lock (⊙, ⊙, ⊙, ⊙, ⊙ + ⊙ + ⊙) (90 damage)
 Betrayer (↓, ↘ (hold), ← + ⊙ + ⊙) to Twisted Nightmare (⊙, ⊙, ⊙ + ⊙, ⊙ + ⊙ + ⊙) to either Neck Crusher (⊙, ⊙ + ⊙, ⊙, ⊙, ⊙ + ⊙) (78 damage) or to Leg Stretch Arm Lock (⊙, ⊙, ⊙, ⊙, ⊙ + ⊙ + ⊙) (88 damage)
 Crab Hold (↓, ↓, →, ⊙ + ⊙) to Heel Hold (⊙ + ⊙, ⊙, ⊙ + ⊙) to either Double Snap (⊙, ⊙, ⊙, ⊙ + ⊙) (70 damage) or to Double Heel Hold (⊙, ⊙, ⊙ + ⊙, ⊙ + ⊙, ⊙ + ⊙) (80 damage)



YOSHIMITSU

10 HIT COMBOS

⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (93 damage)
 ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (82 damage)
 ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (72 damage)
 ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (94 damage)
 ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (81 damage)
 ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (59 damage)

SUICIDE MOVES

Harakiri - ↓ + ⊙ + ⊙
 Harakiri to Manji Blood Dance - ↓ + ⊙ + ⊙ (hold), ← + ⊙, ⊙, ⊙ (47 damage)
 Suicide - → (hold), → + ⊙ + ⊙ (100 damage)
 Confusion - → (hold), → + ⊙ + ⊙, N (ends facing away)
 Double Suicide - → (hold), → + ⊙ + ⊙, → (hold), → (100 damage)
 Meditation Harakiri - ⊙ + ⊙, ⊙ + ⊙



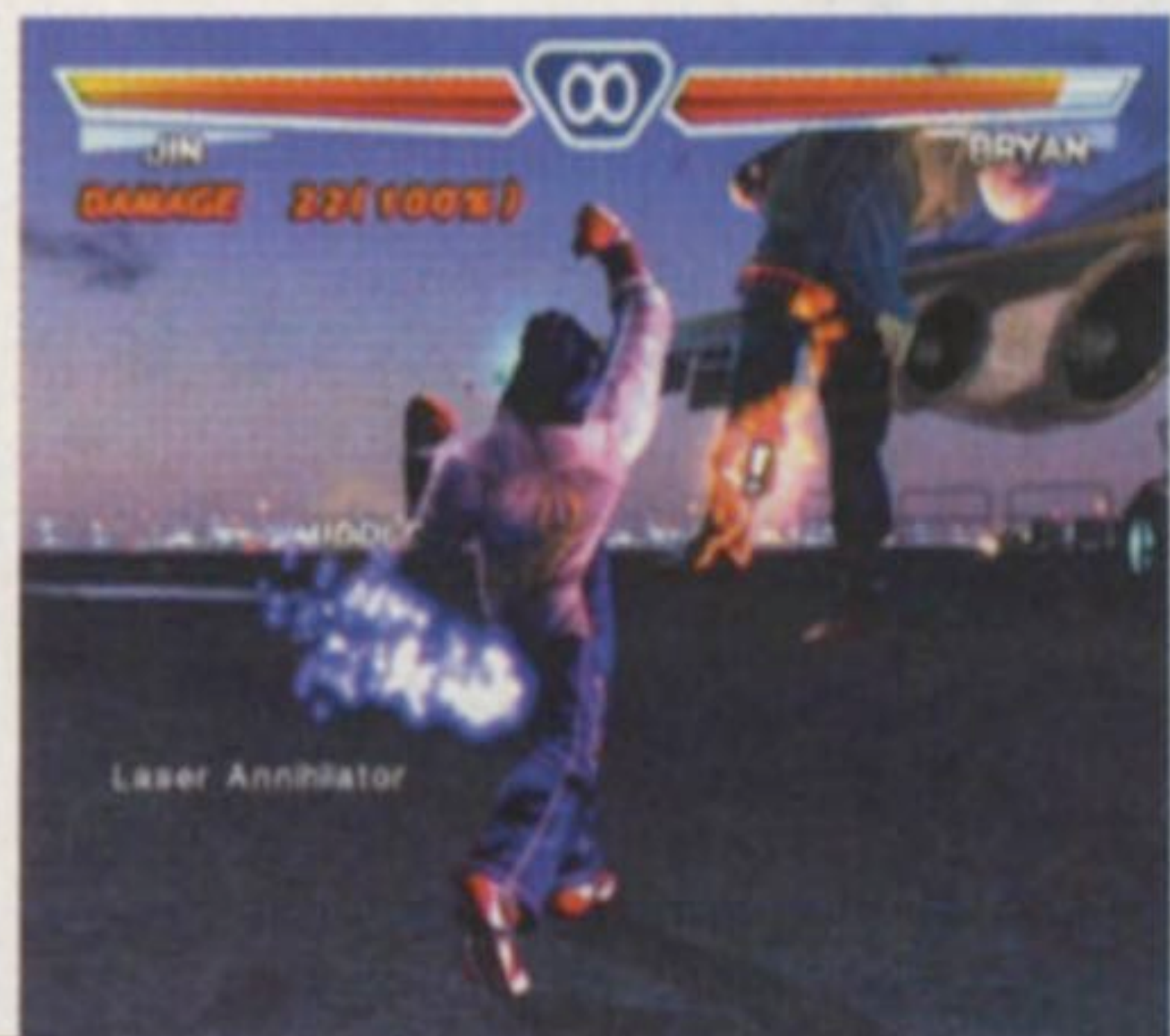
JIN KAZAMA

KILLER COMBO

Power Stance (← + ⊙ + ⊙) to Laser Scraper (←, → + ⊙, ⊙, ↓ + ⊙) to Right Roundhouse Punch (→, N, ↓ (hold), ↓ + ⊙) to Left Jab (⊙) to Right Roundhouse Punch (→, N, ↓ (hold), ↓ + ⊙) (80 damage)

COOLEST LOOKING MOVES

Feint Kick Combo - ⊙, ⊙, ⊙, ⊙ (28 damage - if the first hits, the last won't)
 Laser Annihilator - ←, → + ⊙, ⊙, ↓ + ⊙ (Hold) (36 damage)
 LLRK to Spinning Flare Kick - →, N, ↓ (hold), ↓ + ⊙, ⊙ + ⊙ (34 damage)
 Kazama Style 5 Hit Combo - ⊙, ⊙, ⊙, ⊙, ⊙ (46 damage)
 Mental Alertness - ⊙ + ⊙ + ⊙
 Tidal Wave - ↗ + ⊙ + ⊙ (42 damage)



LEI WULONG

10 HIT COMBOS

← + ⊙, ⊙, ⊙, ⊙ + ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (92 damage)
 ← ⊙, ⊙, ⊙, ⊙ + ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙ (91 damage)
 ← + ⊙, ⊙, ⊙, ⊙ + ⊙, ⊙ + ⊙, ⊙ + ⊙, ⊙ + ⊙, ⊙, ⊙ (91 damage)

DURING BACK TURN

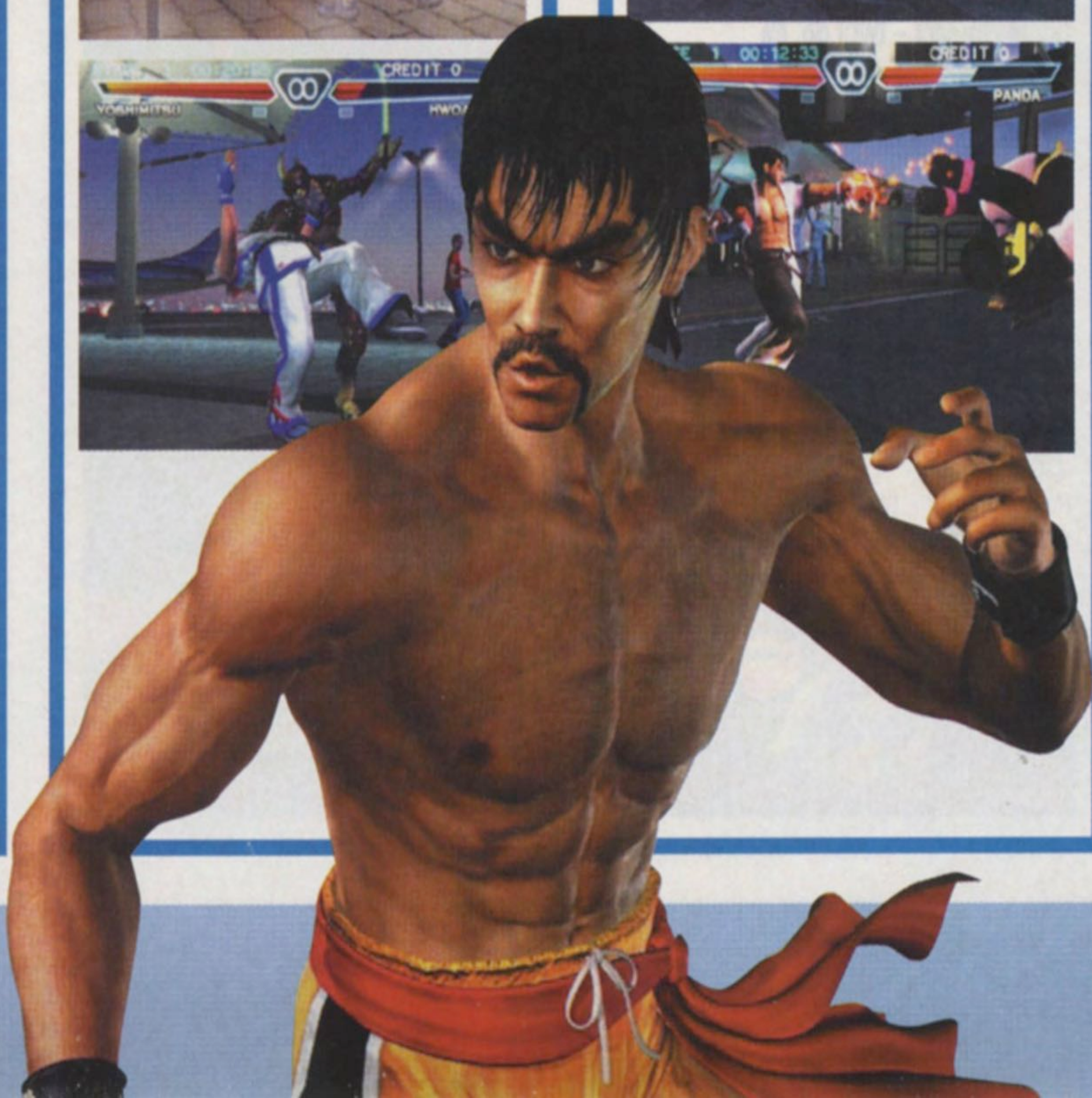
(← + ⊙ + ⊙)
 Spinning Back Blow - ⊙ (12 damage)
 Low Back Spin - ↓ + ⊙ (8 damage)
 Reverse Uppercut - ⊙ (20 damage)
 Reverse Kick - ⊙ (15 damage)
 Reverse Double Slicer - ↓ ⊙, ⊙ (38 damage)
 Flit Flip Flop - ⊙ + ⊙, ⊙ + ⊙, ⊙ + ⊙ (45 damage - not all will hit)

DURING SIDEWIND

(↓ + ⊙ + ⊙)
 Sliding Kick (head first) - ⊙, ⊙ (15 damage)
 Clean Sweep (feet first) - ⊙, ⊙ (18 damage)
 Low Kick to Play Dead (feet first) - ⊙, ⊙ (15 damage)
 Play Dead - ⊙

DURING PLAY DEAD

(↓ + ⊙ + ⊙)
 Spring Kick (head first) - ⊙ + ⊙ (21 damage)
 Leaping Double Slicer (head first) - ⊙, ⊙ (23 damage)
 Roll Over to Sidewind - ↓ + ⊙
 Spring Up (feet first) - ⊙ + ⊙





HWOARANG

10 HIT COMBO (DURING RIGHT FLAMINGO)

Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
(103 damage)

KILLER COMBO

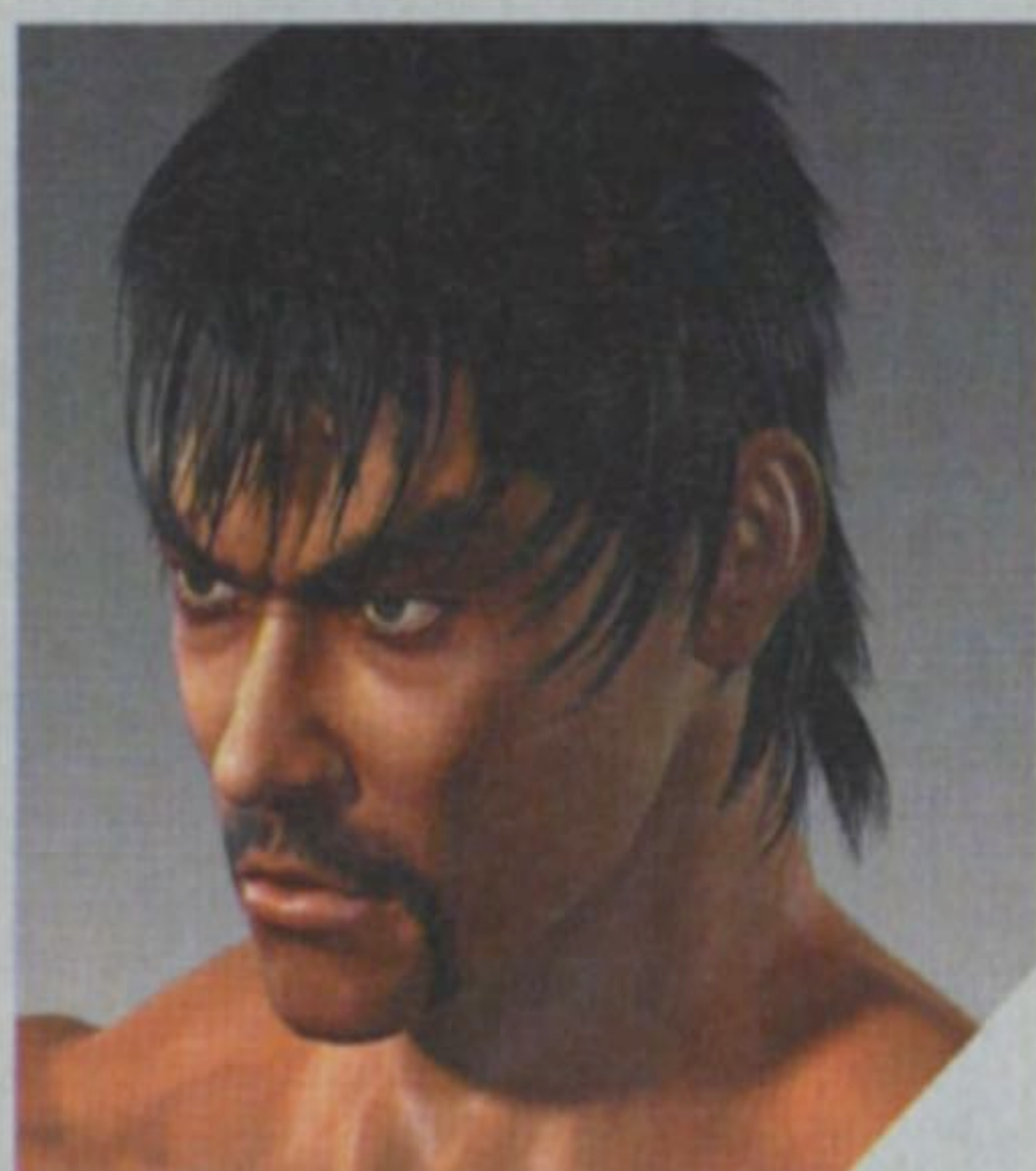
Left Plasma Blade (← + Ⓢ) to Flying Eagle (Ⓢ, Ⓢ) to Right Jab to Left Flamingo (Ⓢ, Ⓢ) to Trick Jab (Ⓢ) to Torpedo Kick (→ (hold), → + Ⓢ)
(58 damage)

LEFT STANCE POWER MOVES

Rejection - Ⓢ, Ⓢ, → + Ⓢ (52 damage)
Hot Feet - Ⓢ, Ⓢ, Ⓢ, Ⓢ (54 damage)
Machine Gun Kicks - Ⓢ, Ⓢ, Ⓢ, Ⓢ
(62 damage)
Total Outrage - Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
(72 damage)
Menace to Society - Ⓢ, Ⓢ, ↓, Ⓢ, Ⓢ,
Ⓢ (59 damage)

RIGHT STANCE POWER MOVES

Right Reverse Kick Combo - Ⓢ, Ⓢ, Ⓢ
(48 damage)
Teaser - Ⓢ, Ⓢ (40 damage)
Backlash - Ⓢ, Ⓢ (54 damage)



MARSHALL LAW

10 HIT COMBOS

↘ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
(88 damage)
↘ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↓ + Ⓢ, Ⓢ,
Ⓢ, Ⓢ, Ⓢ (98 damage)
↘ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↓ + Ⓢ, Ⓢ,
Ⓢ, Ⓢ, Ⓢ (89 damage)
↘ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ
(91 damage)
↘ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↓ + Ⓢ, Ⓢ,
Ⓢ, Ⓢ, Ⓢ (101 damage)
↘ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↓ + Ⓢ, Ⓢ,
Ⓢ, Ⓢ, Ⓢ (92 damage)

SOMERSAULT MOVES

High Kick to Somersault - Ⓢ, Ⓢ
(39 damage)
Backflip - Ⓢ + Ⓢ (21 damage)
Backflipper - Ⓢ + Ⓢ, Ⓢ (37 damage)
Somersault Kick - (hold) ↗ + Ⓢ
(25 damage)
Somersault - (hold) ↗ + Ⓢ
Somersault Fake - (hold) ↗ + Ⓢ, Ⓢ
(25 damage)
Low Kick to Somersault - ↓ + Ⓢ, Ⓢ
(28 damage)
Body Blow to Somersault - ↓ + Ⓢ, Ⓢ
(31 damage)
Jumping Kick to Somersault - ↗ + Ⓢ,
Ⓢ (25 damage - only one strike hits)
Crescent Kick Combo - Ⓢ + ↗, Ⓢ
(30 damage)
Double Impact - (WC) Ⓢ, Ⓢ
(33 damage)
Low Kick to Somersault - (WC) Ⓢ, Ⓢ
(28 damage)
Dragon Somersault (during Dragon
Charge ↓ + Ⓢ + Ⓢ) - Ⓢ + Ⓢ
(21 damage)
Jumping Kick to Somersault - (BE) ↗ +
Ⓢ, Ⓢ (25 damage - only one strike hits)
Front Kick Somersault Variation - (WR)
Ⓢ, Ⓢ (33 damage)
Caterpult Kick - (WC) (hold) ↗ + Ⓢ
(30 damage)
Rainbow Kick - (WC) (hold) ↗ + Ⓢ +
Ⓢ (30 damage)



LING XIAOYU /MIHARU

10 HIT COMBOS

↑ + Ⓢ, Ⓢ, Ⓢ, Ⓢ + Ⓢ, Ⓢ, Ⓢ, Ⓢ,
Ⓢ, Ⓢ, Ⓢ (114 damage)
↑ + Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ + Ⓢ,
Ⓢ, Ⓢ, Ⓢ (113 damage)

COMPLETE RAIN DANCE MOVE LIST (← + Ⓢ + Ⓢ)

Falcon's Beak - Ⓢ (22 damage)
Monkey Kick - Ⓢ (16 damage)
Mistrust - Ⓢ (16 damage)
Guard Breaker - ↓ + Ⓢ
Back Circle Breaker - ↓, Ⓢ (15 damage)
Back Circle Breaker Forward - (hold) ↓
+ Ⓢ (15 damage)
Spin Tornado Up (Down) - Ⓢ + Ⓢ (or ↓
+ Ⓢ + Ⓢ)
Spin Tornado - ↓ + Ⓢ + Ⓢ (to
Phoenix Stance)
California Roll - → + Ⓢ + Ⓢ
Cyclone Left - → + Ⓢ + Ⓢ, Ⓢ + Ⓢ
(25 damage)
Peg Leg - → (hold), → + Ⓢ (20 damage)
Dark & Stormy - Ⓢ, Ⓢ, Ⓢ (35 damage)
Reverse Throw B - → (hold), → + Ⓢ +
Ⓢ (or Ⓢ + Ⓢ) (30 damage)
Back Layout - → (hold), → + Ⓢ + Ⓢ
(53 damage)
Rain Dance to High Mid Parry - Ⓢ + Ⓢ
Rain Dance to Low Parry - ↓ + Ⓢ + Ⓢ



KUMA/ PANDA

COMEDY MOVES

Dance With Me - (while enemy is down)
↓ + Ⓢ (80 damage)
Fatal Wind - ← (hold), ← + Ⓢ + Ⓢ +
Ⓢ (200 damage)
You're Welcome - Ⓢ + Ⓢ + Ⓢ
Rock 'n' Roll Circus - →, ↘, ↓, ↙, ←
(hold), → + Ⓢ + Ⓢ (50 damage)

TO HUNTING

Hunting - Ⓢ + Ⓢ
Overhead Smash to Hunting - Ⓢ +
Ⓢ, →

DURING HUNTING

Double Bear Claw - Ⓢ, Ⓢ (24 damage)
Bear Claw - Ⓢ (16 damage)
Bear Fling - Ⓢ + Ⓢ (24 damage)
Bear Tackle - Ⓢ + Ⓢ (21 damage)
Hunting Hip Smash - ← + Ⓢ + Ⓢ
(25 damage)
Hunting to Play Dead - (hold) ↓ + Ⓢ
+ Ⓢ
Hunting to Standing - ↑





KING

CHAIN THROWS

Leg Screw (time with enemy right kick (hold ←, △ + ○) to Figure Four Leg Lock (× + ○) [33 damage])
 Ultimate Tackle (WC ○ + △) to Cross Arm Lock (○ + △) to Arm Twist (○ + △) [40 damage]
 Ultimate Tackle (WC ○ + △) to Leg Cross Hold (× + ○) to Stretch Combo (○ + △) [65 damage]
 Pile Driver (↓, ↘ (hold), → + ○) to either Double Arm Face Buster (○ + △) [30 damage] or Boston Crab (○ + △, ×, ○, ○, △) [50 damage]
 Standing Heel Hold (→, N, ↓ (hold), ↘ + △ + ×) to Indian Death Lock (○ + △, ○, ×, ○ + △) to King's Bridge (○, ×, ○, ○ + △, × + ○) [110 damage]
 Standing Heel Hold (→, N, ↓ (hold), ↘ + △ + ×) to STF (○, △, ×, ○ + △) [65 damage] or Scorpion Death Lock (○, △, ×, ○, ○ + ×) [70 damage]
 Arm Breaker (→, N, ↓ (hold), ↘ + ○ + ○) to Triple Arm Breaker (○ + △, ○ + △) [45 damage] or Head Jammer (○ + △, ○, △ + ○) [40 damage] or Chicken Wing Face Lock (△, ○, △ + ○ + ×) [45 damage]
 Arm Breaker (→, N, ↓ (hold), ↘ + ○ + ○) to Head Jammer (○ + △, ○, △ + ○) to Struggle Combination (○, ×, ○, × + ○, ○ + △) [65 damage]

Arm Breaker (→, N, ↓ (hold), ↘ + ○ + ○) to Chicken Wing Face Lock (△, ○, △ + ○ + ×) to Dragon Sleeper Finish (△, ○, ×, △ + ○ + ×, △ + ○ + ×) [75 damage] or Rolling Death Cradle (○ + ×, × + ○, △ + ○, ○ + △, △ + ○ + ×) [124 damage!]
 Reverse Arm Slam (→ (hold), ↘ + ○ + ×) or (△ + ○) to Backdrop (△, ○, ○ + △) to German Suplex (× + ○, ○ + △) to Power Bomb (○, △, × + ○) to Giant Swing (△, ○, ×, ○) [110 damage] or Muscle Buster (×, ○, △, × + ○, △ + ○ + × + ○) [115 damage]
 Reverse Special Stretch Bomb (→ (hold), ↘ + ○ + △) to Cannonball Buster (△, △, ○ + △) to Manhattan Drop (× + ○, ○ + △, ○ + △ + ○) to Victory Bomb (○, △, × + ○, ○ + △) to Giant Swing (△, ○, ×, ○) [110 damage] or Muscle Buster (×, ○, △, × + ○, △ + ○ + × + ○) [115 damage]



LADY PLEASERS



It was inevitable, really. Any fighting game is going to have at least one wrestler, and at least a couple of his moves are going to look... well, a bit rude.

RUDER ON THE DANCEFLOOR

King's Cobra Twist (approach from behind △ + ○) looks like someone who's forgotten how to snuggle properly – no major crime, perhaps. His Leg Cross Hold (× + ○) during Ultimate Tackle (WC ○ + △) – simply an overenthusiastic toe-sucking attempt gone awry. The Mega Bomb, however, is a prime example – it's essentially a vertical 69, for heaven's sake! The Tombstone Piledrive (↙ (hold), → + △) is similarly head-to-groin-tastic, and we daren't even mention the Head Bomber (enemy on back) by the feet ↙ or ↘ + △ + ○) Children, avert your eyes.



MAKE THE GRADE

Ten hit combos and chained throws are child's play to nimble-fingered games gurus like us – but can you claim the same?



Twister: You won't get far if you let King pull this move on you...

★ GRADE 1: AMATEUR

Finish Story Mode on Easy difficulty with every characters, including the ones that are just clones.



Box clever: Steve Fox doesn't quite know what to make of kicks...

★ GRADE 2: PROFESIONAL

Finish Story Mode on Hard difficulty with any the character of your choice – but with no continues!



Dead man walking: King's embrace has a deadening effect on Kazuya...

★ GRADE 3: ELITE

Finish Story Mode on the brutal Ultra Hard difficulty with any character – this is only for the best.

WIN!
BIG TV, PS2,
XBOX & GBA!

BRITAIN'S BIGGEST SELLING MULT

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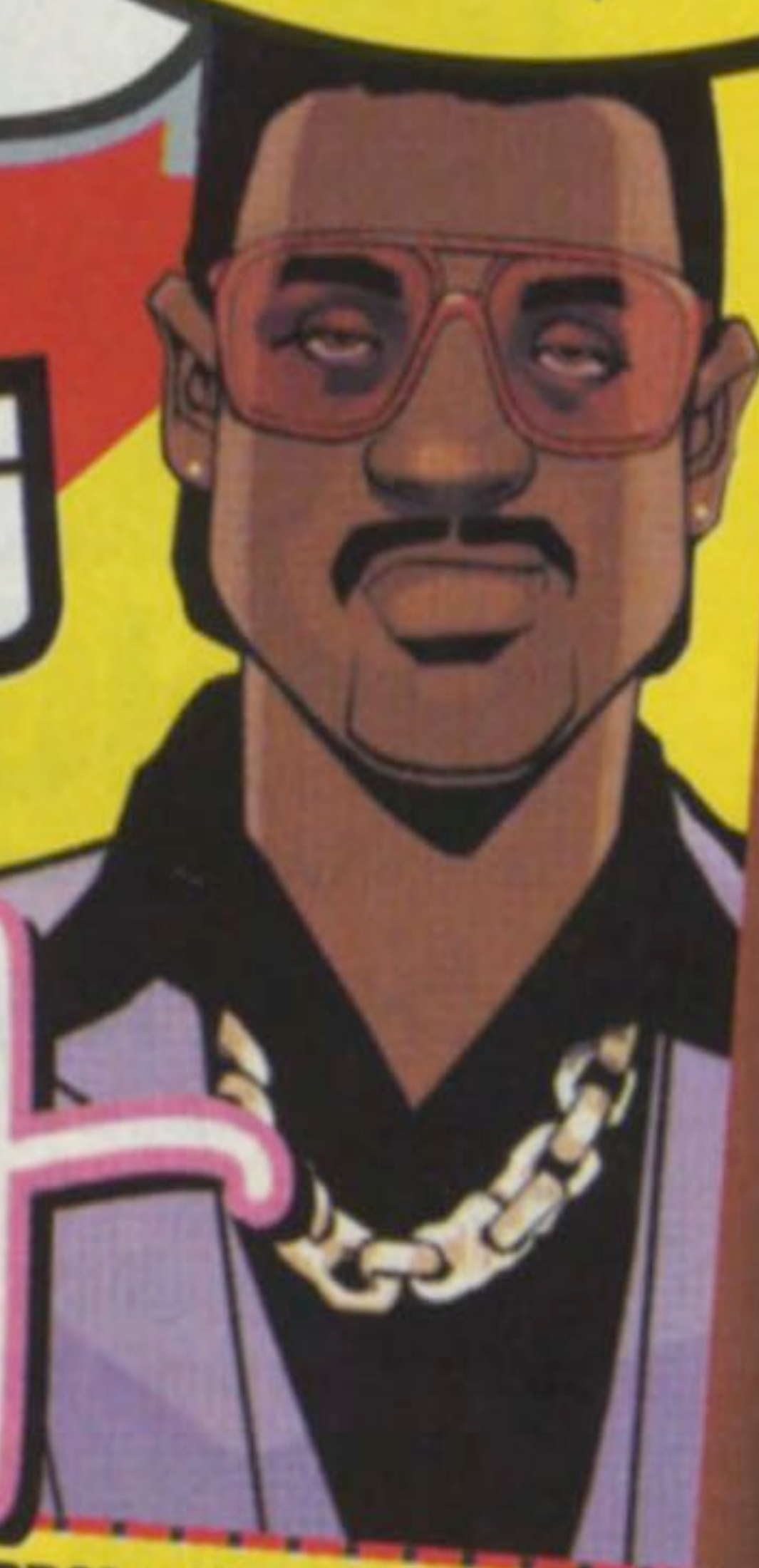


Game Master

FIRST REVIEW!

grand theft auto

vice city



HELICOPTERS! SAMURAI SWORDS! HOME OWNING!
THE BEST REVIEW OF THE BIGGEST GAME EVER!

EXCLUSIVE REVIEW!

DRAGON BALL Z

AT LAST! DBZ RATED ON PS2 AND GBA
ONLY IN GMI PLUS FREE HUGE POSTER!

ALL FORMATS REVIEWED!

TONY HAWK'S PRO SKATER 4

REVIEWED FIRST ON
PS2, XBOX AND GBA!



TONY HAWK'S
PRO SKATER 4

WE'VE GOT THE LOT!

EVERY XMAS GAME

GRAND THEFT AUTO VICE CITY!

LORD OF THE RINGS
UT 2003 • ETC

REVIEWED!

RAE 3 • HARRY POTTER 2 • PRO EVO SOCCER 2 • FIFA 2003 • BLINX • F1 2002
RED FACTION 2 • YOSHI'S ISLAND • STARFOX ADVENTURES • AND MORE!

WHICH ONE GOT
97%?

JAMES BOND 007: NIGHTFIRE PLAYED! TIMESPLITTERS 2
HUGE TIPS GUIDE!

TOTAL TIPS COUNT: 4987

YOUR MOST WANTED TIPS

WWE SPECIAL! SMACKDOWN! SHUT YOUR MOUTH

WRESTLEMANIA X8, WWE RAW, SMACKDOWN! JUST BRING IT

315 WRESTLING TIPS

FOR PS2, GC, XBOX, GBA & PSONE

BOOK NO. 31

PS2

GAME BOY ADVANCE

220 TIPS

PS1

510 TIPS

PC

100 TIPS

XBOX

100 TIPS

GAME BOY GO. K.

80 TIPS

DS

20 TIPS

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DRAGON BALL Z

BUDOKAI

FREE! DRAGON BALL Z POSTER

PLUS 4987 TIPS! IN A BOOK!

FREE! ROCKY STICKERS

NEXT MONTH

TWO AMAZING GAMES! BOTH TIPPED TO DEATH!

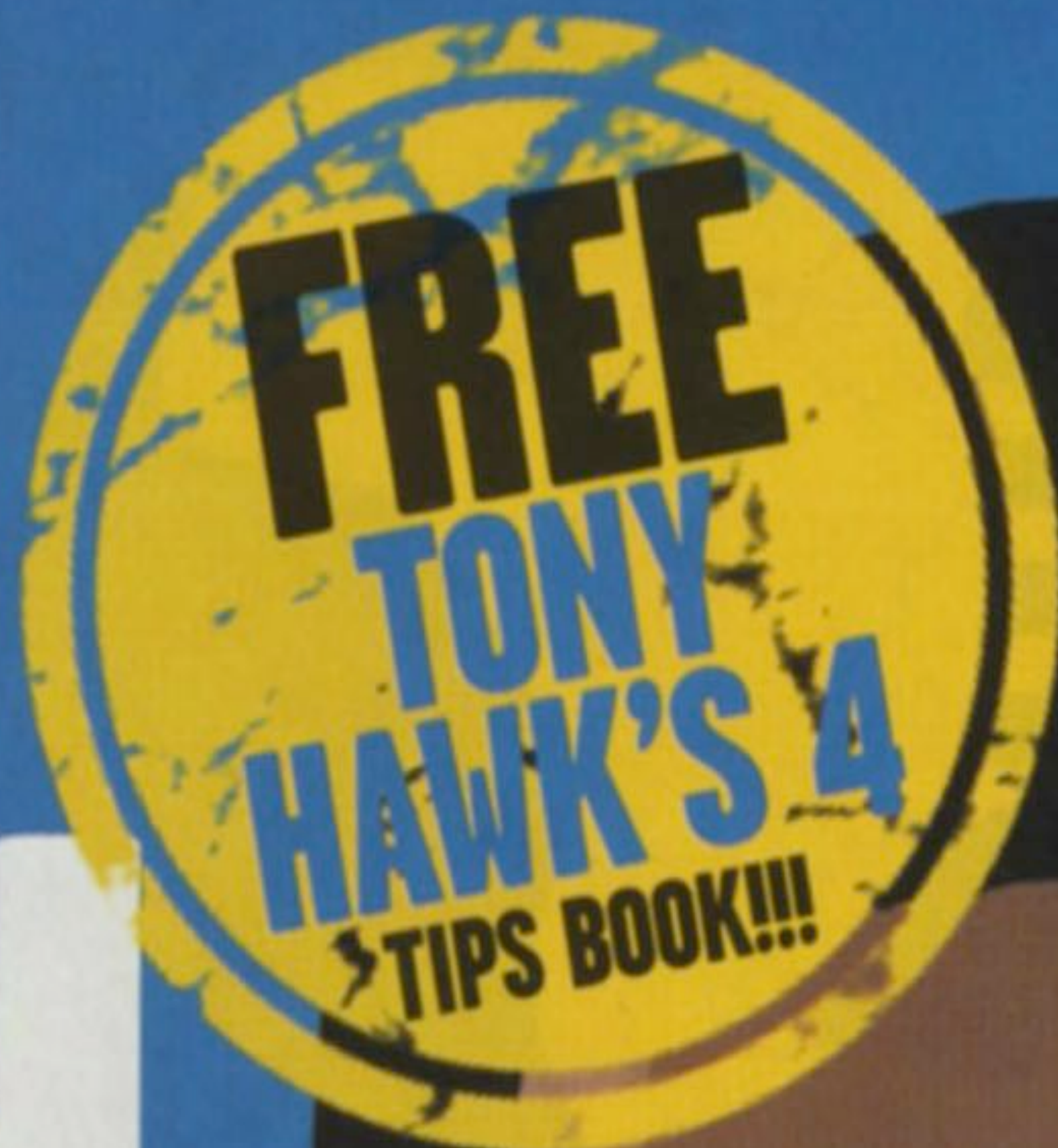
→ GTA VICE CITY

You just know this is going to be genius. And tough, too. We show you how to survive the vicious streets of Vice City!



→ TONY HAWK'S PRO SKATER 4

The world's favourite extreme sport game is back, and to celebrate we're giving away a whole book on how to crack it!!!



**ISSUE 6
ON SALE
WEDNESDAY
20TH NOV**

TAKE A RAINCHECK?

NON GAME-RELATED EVENTS TAKING PLACE IN NOVEMBER THAT YOU WON'T WANT TO ENTER IN YOUR DIARY.

1-3TH NOVEMBER

It's the World Pumpkin Chucking Championships in Long Neck, USA. Massive machines send the veggies three quarters of a mile into the air. Gulp!

2-3RD NOVEMBER

5000 eggs and 52lbs of butter go into the world's largest omelette in Abbeville, USA!



5TH NOVEMBER

It's The Burning Barrels in Ottrey St Mary, England. In which people carry burning barrels through the town.

14TH NOVEMBER

The World's Biggest Liar Competition takes place in Wasdale, England. People get five minutes to lie and the best lie wins. Politicians and lawyers are not allowed to enter. Why on earth would that be?

QUICK START

GET A HEAD START ON THE GAMES COMING OUT IN THE NEXT MONTH...



126

LORD OF THE RINGS



127

SHUT YOUR MOUTH



128

RED FACTION II



129

PRO EVO SOCCER 2

**TURN THE
PAGE
NOW!**



QUICKSTART

THE LORD OF THE RINGS

THE TWO TOWERS

GET IN THE RING

Fed up with 'bad hobbit' jokes yet? Shire-ly not... Oh dear...



BENCHMARKS

WHAT YOU SHOULD BE ACHIEVING, AND WHEN YOU SHOULD BE ACHIEVING IT.

FIRST DAY

Get to Fangorn Forest with all three characters, and see the clip from the new film! Wool!

ONE WEEK

Beat the game with any character, with no gaps in the skill purchases.

TWO WEEKS

Beat the game with only Excellent results or better for every Location.

TOP TIPS

YOU START OFF THE GAME WITH A NUMBER OF MOVES AND COMBOS ALREADY AVAILABLE – THESE ARE THE BASIC COMMANDS YOU NEED TO MASTER...

1 LIGHT STRIKES

Executed by tapping (X), light strikes do little damage (especially if you're girly Legolas), but can lead into a nicely chained combo, thus boosting your Skill meter.

2 HEAVY STRIKES

Ideal for breaking the shields of enemies, and for finishing powerful combos, heavy strikes (A) are slower than the light ones, but much more effective at cleaving Orcs into tiny little fragments.

3 BLOCKING MOVES

It's easy to just slug your way through every level like a madman, but the more damage you take the lower your final grade will be, so block tactically with (B) and counter-attack to emerge victorious.

4 KICK/PUSH

Not very useful on its own, but crucial for effective combos, shoving an enemy to the floor with (C) primes them for an impaling killing axes. Hold (B) and either tap (X) for rapid weak shots or hold and release for a more powerful shot.

5 MISSILE WEAPON

These vary with each character, Legolas and Aragorn have a bow, and Gimli has 25 feeble throwing axes. Hold (B) and either tap (X) for rapid weak shots or hold and release for a more powerful shot.

CHECK THIS!

Use advanced combos and avoid getting hit to fill up your skill meter!



BOSS BATTLES

WE RECOMMEND STICKING WITH ARAGORN TO BEGIN WITH; HE'S THE MOST BALANCED CHARACTER WITH SOME VERY POWERFUL MOVES...

FIRST BOSS Gates of Moria – Watcher

The strategy to defeat this lurking monstrosity is simple when you know how, but if you don't, you could just find yourself knocked to the floor time after frustrating time. Basically, there are three attacking tentacles. Keep tapping (B) to block until all three have been deflected, and are waving about in the air. Slice the third tentacle with your sword, quickly press (B) and hold down (X) to ready a full-strength arrow, because his head pops up – a prime target. Repeat this method about four or five times to kill it, once more without taking a hit.

SECOND BOSS Balin's Tomb – Cave Troll

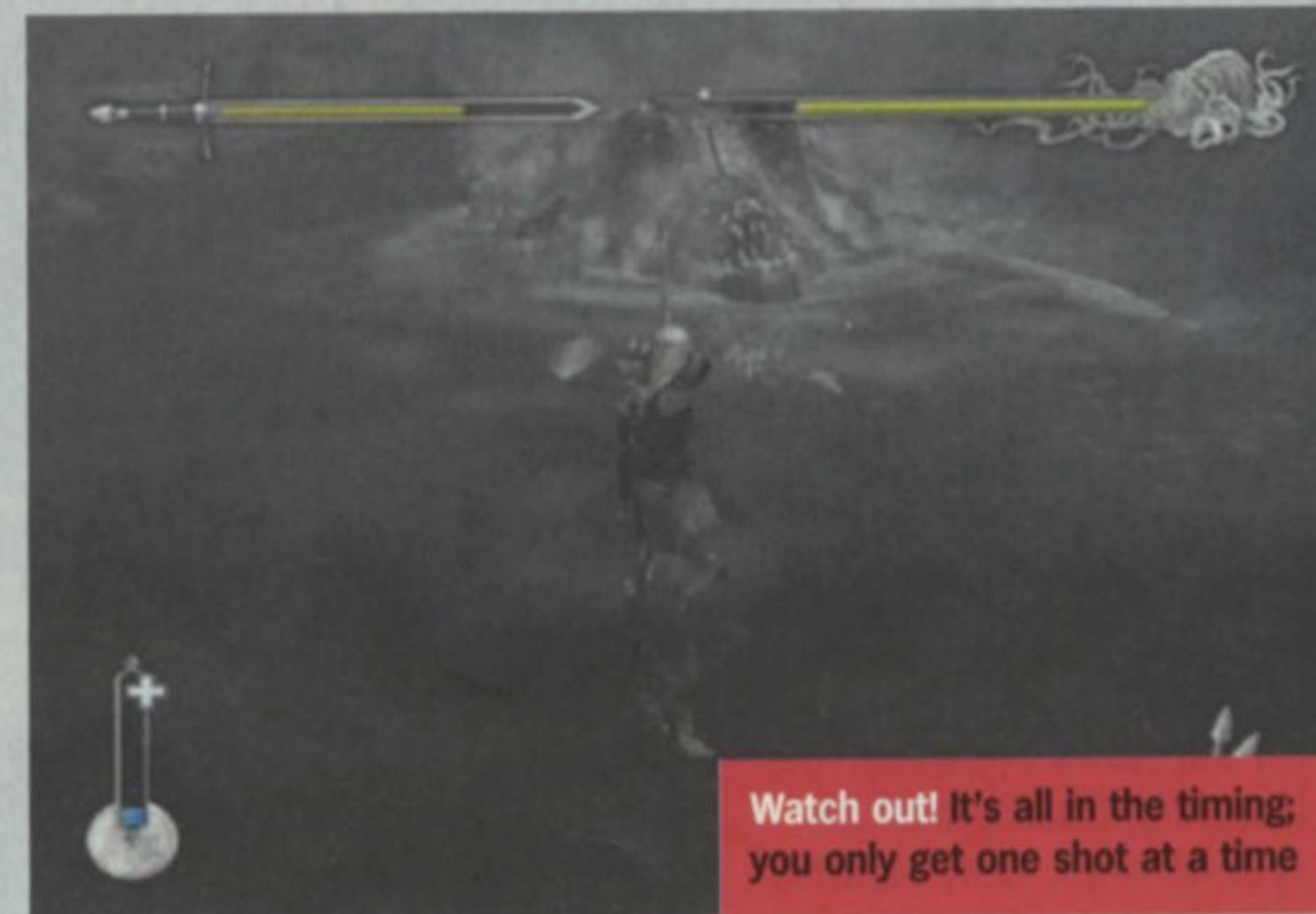
When he first bursts into the tomb, make sure you don't face him head on unless absolutely necessary – his massive club does loads of damage. Try to circle around to his side or rear, use a couple of heavy strikes, then jump back using (B) to avoid his swing. Make sure you keep your health topped up, because in the second section there's none to pick up. After dealing about 20% damage to him, you'll end up on the walkway. Position yourself just to

the side of one of the pillars (so his chain strikes it, not you) and shoot him as quickly as possible, moving on when the pillar is destroyed. Kill the occasional goblin that runs at you, pick up the arrows to the right if you run out, and you shouldn't even take a single hit.

THIRD BOSS Amon Hen – Lurtz

Getting to Lurtz is actually more difficult than beating the sodding great Uruk Hai himself. He starts off firing arrows from a distance, so return the favour. You need to

get into a pattern of blocking an arrow with (B), then drawing and firing as quick as possible, then blocking the next arrow and so on. If you're quick you should move onto the second stage before he summons any Uruk Hai to bother you. His sword attacks are very powerful and you can't block them, so don't even try. Run around and circle one of the white statues, keeping it between you and him, until one of his attacks makes his sword jam through it. While he's struggling to free the blade, hit him with your most powerful attacks – rinse, and repeat. As ever, try not to get hit.



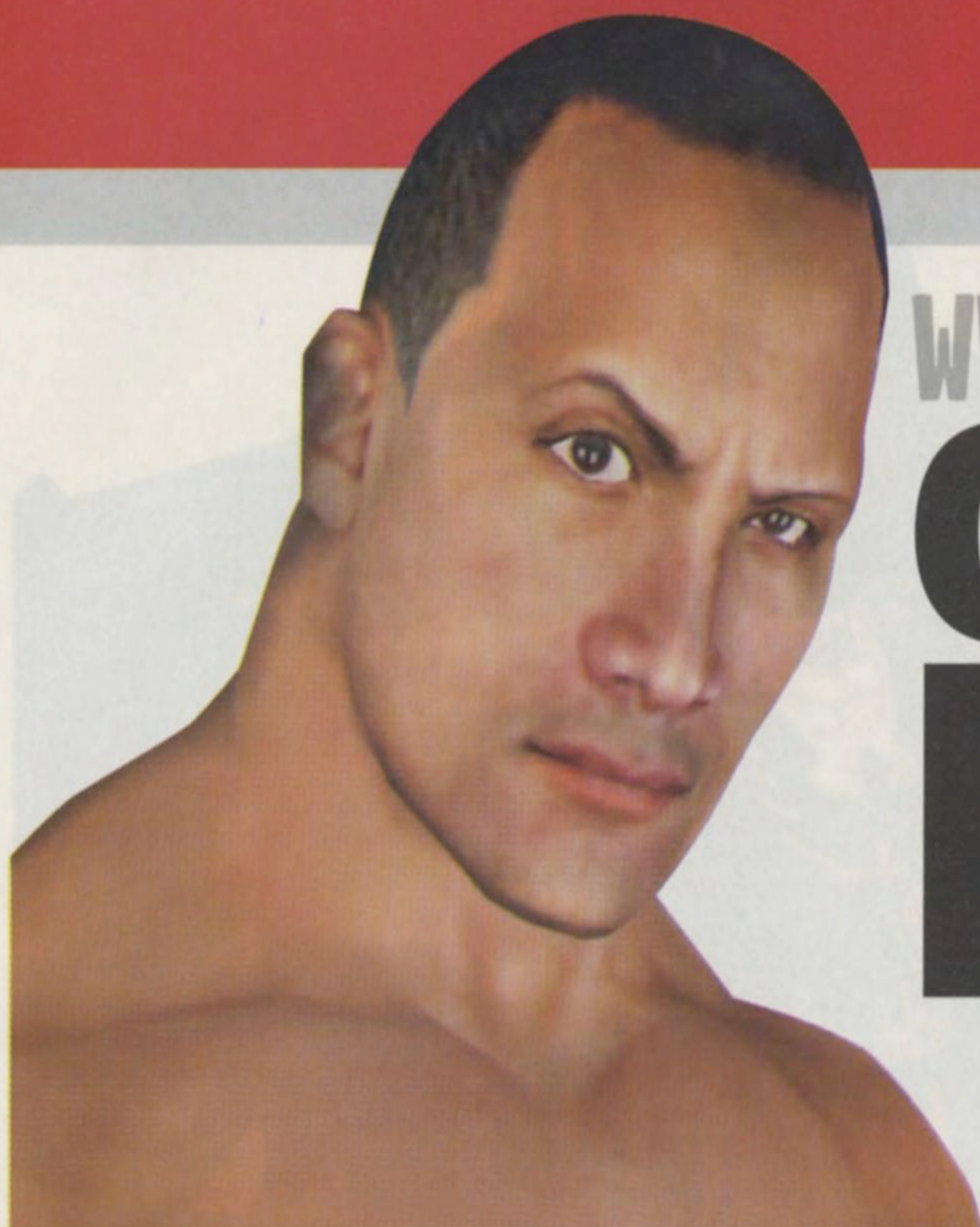
Watch out! It's all in the timing; you only get one shot at a time

NEXT MONTH

OUR ELF-MONGOUS GUIDE TO THE TWO TOWERS SHOWS YOU HOW TO...

- ✓ Buy every combo and special move!
- ✓ Master all three characters!
- ✓ Unlock all those cool extras!

- ✓ Beat every boss first time!
- ✓ Get those elusive Perfect ratings!
- ✗ Stop being such a beardy geek!



WWE SMACKDOWN! SHUT YOUR MOUTH ON THE ROPES

Were you about to lay the pad down? Check this out – it's all about the game, and how you play it...

TOP TIPS

SQUEEZE INTO THOSE SPARKLY NEON PINK TIGHTS, SLATHER ON THE BABY OIL, AND GET READY TO RUMBLE WITH THE BIG BOYS OF SMACKDOWN 4: SYM

1 SUPER STRIKES

Useful to soften your opponent up for your power moves, and of course if your Smackdown needs them to be standing and groggy. Keep pressing **X** to chain a combo together. You can also smack them while they're on the ground. Heh.

2 GRUESOME GRAPPLES

The bread and butter of the game, grapples are performed by pressing **○** and any direction near the opponent (in front of them, behind, standing, grounded, and so on). Press **○** to pick them up off the floor, ready to be grappled all over again!

3 COUNTERS, REVERSALS

Pressing **Ⓢ** attempts a reversal, and can be a matchwinner if you time it right. However, in *Smackdown 4*, to reverse a grapple you need to press **Ⓢ** plus whichever direction they are pressing to execute it, so good luck!

4 TURN-BUCKLE

Get them in a clinch with your back to a turnbuckle and press **Ⓢ** to Irish Whip them into it. Now a whole new set of moves are open to you, like the Superplex. Alternatively, run into the turnbuckle to climb it and attempt a risky manoeuvre.

5 WEAPONS GALORE

Chairs, ladders, tables, trash cans, sledgehammers – there are loads of nasty hardcore weapons to use – as well as the usual attacks with **X**. Try grappling with **○** to perform a weapon-specific move.

BENCHMARKS

WHAT YOU SHOULD BE ACHIEVING, AND WHEN YOU SHOULD BE ACHIEVING IT.

FIRST DAY

PROFILE
ABILITY
MOVES
LOGIC
DECISION



Create your very own freak.

ONE WEEK



Master every single move at your disposal.

TWO WEEKS



Get all the way through Career Mode with any wrestler.

MAN MADE

GET NICE AND COMFY WHEN YOU CREATE YOUR FIRST SUPERSTAR, BECAUSE IT'LL TAKE AGES. PERFECTIONISTS WILL HAVE A FIELD DAY!

APPEARANCE

The first step when creating your wrestler is making them look cool. Or utterly absurd, depending on your whim. Both options are more than adequately catered for, with an outrageously wide variety of body parts, costumes, masks, tattoos and accessories to choose from.

Start with a base model (or sample model, if you're lazy), either male or female. Brilliantly, even though there are three basic male body types (thin, average, fat) the female body types change breast size, and breast size only. Wrestling – ever politically correct. Base edit is where all the important changes will be made, literally from head to feet. Expect to spend some time here; there are 93 different pairs of eyebrows, for example! It's best to

browse and experiment, and you can have hours of fun with the face morphing bit alone. Well, OK, minutes.

The profile is where you choose that all-important name, or rather names – real name, ring name, nickname and call name. Sadly you can't write anything in the biography section, but the information here will still strongly affect your path in the season mode – your weight class, face/heel status, and so on. You can even choose the signs held up at your matches, but the vast majority of them are specific to existing, well-known wrestlers, sadly. Ho hum!

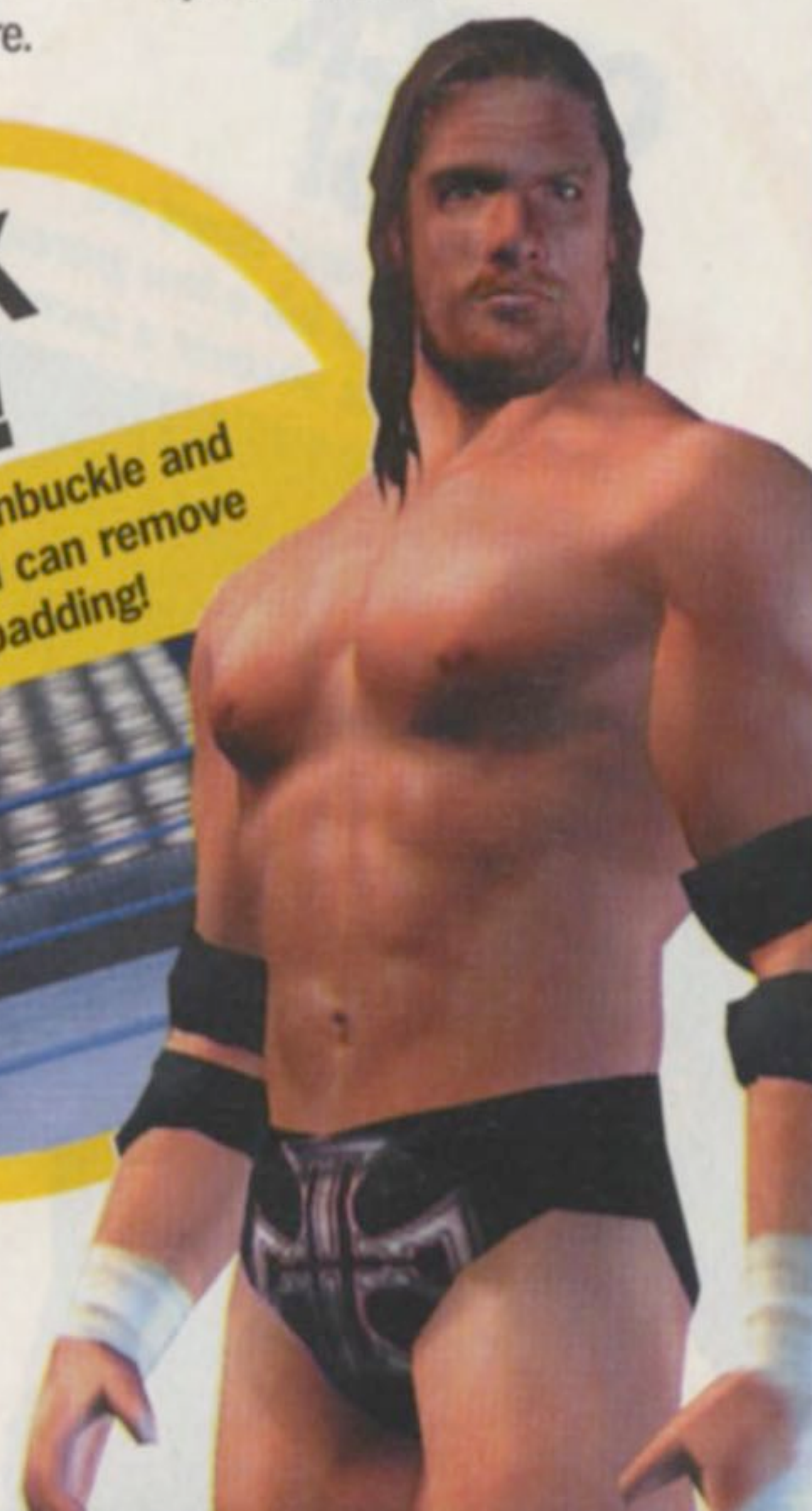
The Ability sub-heading is crucial for the later move selection process. You get 120 points to spend on attack and defense statistics within the four wrestling styles – powerful, speedy, technical and rough neck. It's a good idea to specialise, but skimping on the defense too much could be fatal. Choose a generic moveset from the list to work from later, an AI pattern for when the computer controls him/her, then it's on to the REALLY fun bit... and what wrestling is all about. Despite all the show it's all about the moves.

MOVES

Do the moves in order – bases first and so on. Longtime Smackdown! fans will immediately notice an addition to the Ready Moves list – the edge of a ceiling. Oh yes. You can now do a chokeslam from the top of a steel cage. Nice. The move list in general is now organised not only into wrestling styles, but pins, drops, slams, suplexes, attacks, submissions and 'etcetera', handily. The temptation is always to choose the most spectacular, acrobatic, painful looking moves, which is fine – but when it comes to ground attack moves, Rolling Thunder looks fantastic, but a simple Stomp is quick to execute, which is crucial. The other thing you don't want to do is use up all the really cool moves, and have nothing left when it comes to the special Smackdown choice. You don't want to be left with some kind of stupid looking elbow drop, right? The last addition of note is the Special Weapon section, which includes the Vandaminator and Guillotine chair moves.

CHECK THIS!

By facing the turnbuckle and pressing **Ⓢ**, you can remove the protective padding!



Weird science: Make women with very large boobies indeed

NEXT MONTH

OUR COMPLETE GUIDE TO SHUT YOUR MOUTH NEXT ISH DELIVERS THE FOLLOWING...

- ✓ Season Mode explained!
- ✓ Wrestlers new and old created!
- ✓ New moves, arenas and grapplers!

- ✓ Every belt won!
- ✓ Unbeatable tactics revealed!
- ✗ Steroids abused!



QUICKSTART

RED FACTION 2/PRO EVO 2

RED FACTION 2

IN THE RED!



Better Red than dead, and you'd better be prepared for this shooter, too. Let us help...

BENCHMARKS

WHAT YOU SHOULD BE ACHIEVING, AND WHEN YOU SHOULD BE ACHIEVING IT.

FIRST DAY



Getting to Sopot's Citadel on Medium should be a doddle.

ONE WEEK



By now you should have finished the game in its entirety.

TWO WEEKS



This time finish with all objectives completed, and no civilians killed.

TOP TIPS

ALL THE OTHER MEMBERS OF YOUR SQUAD HAVE AN ACTIVE ROLE TO PLAY IN THE GAME, OFTEN PROVIDING CRUCIAL BACK-UP ON MISSIONS...

1 ALIAS

SPECIALITY: DEMOLITIONS

This is you. Fantastically, being the demolition expert, you get to blow stuff up. Lots of it. All the time.

2 MOLOV

SPECIALITY: LEADERSHIP

Voiced by monkey-faced SF screen legend Lance Henriksen, Molov is the straight-talking team leader. No messing.

3 TANGIER

SPECIALITY: STEALTH

A vaguely Asian looking femme fatale with a tasty cloaking suit and a knack for hacking security codes, she also enjoys origami. Probably.

4 QUILL

SPECIALITY: SNIPER

Ballsy, ever so slightly macho lady with a bloody enormous Rifle, a keen eye, and a steady hand. She provides long-range support.

5 REPTA

SPECIALITY: HEAVY WEAPONS

That fixed, manic grin on his face as he holds the trigger down until the barrel starts smoking says it all.

6 SHRIKE

SPECIALITY: VEHICLES

He's got blue hair! What a wacky japester. He larks about in military jets and the like. He also gets to drive tanks. Cool. Handy support..

CHECK THIS!

Loads of walls and doors are destructible, so lob a few grenades and you might uncover a secret.

HARDWARE

IN THIS GAME, YOUR GRENADE LAUNCHER IS YOUR BEST FRIEND. ALTHOUGH, REALLY, THE SHOTGUN HAS ALWAYS BEEN VERY KIND, TOO. OH, WE LOVE THEM ALL!



■ NGL-8 NANOTECH GRENADE LAUNCHER

Only fires one shot every three seconds, so aim carefully and try to maximise your Ammo/kill ratio. You get this nice and early, so enjoy it while you can.



■ CSP-19 SEMI-AUTOMATIC PISTOL

One of these alone is about as weak as you're going to get, although you do get a secondary fire mode, and you can throw Grenades. However, it's possible to equip two at once...



■ CMG-32 SUBMACHINE GUN

Like the Pistols, you can tote two of these simultaneously, but then you must forgo the ability to lob Grenades. Alternate between them so you don't run out of Ammo with both at once.



■ CSMG-19 SILENCED MACHINE GUN

An excellent weapon which fires in three round bursts, you can also hold down the trigger for full auto. The secondary fire mode launches little Grenades for explosive fun.



■ CAS-14 AUTOMATIC COMBAT SHOTGUN

Exactly as you'd expect - amazing at short range. You can dispose of clustered enemies with ease, and even set them on fire with the incendiary shells option.



■ CAR-72 MILITARY ASSAULT RIFLE

Only fires on semi-auto, frustratingly, but you can hold **ALT** to go to full auto. A bit slow to reload, it's not our favourite tool of destruction...

NEXT MONTH

OUR RED FACTION 2 GUIDE NEXT MONTH WILL SHOW YOU HOW TO...

- ✓ Survive every baddie-packed chapter!
- ✓ Blow open every secret area!
- ✓ Perfect those tricky vehicle levels!

- ✓ Unlock all those cool secret weapons!
- ✓ Unlock the deadly Hard difficulty!
- ✗ Make a Molotov Cocktail at home!

PRO EVOLUTION SOCCER 2

READY, STEADY, GOAL!

You have three options: you could win or you could lose. It's up to you. The tide is in your court now.

TOP TIPS

ADHERE TO THESE FIVE BASIC RULES OF PES2 AND YOU'LL SOON BE A PROFICIENT GAME-WINNING MACHINE. UNLESS YOU'RE PLAYING AS IRAN.

1 RADAR

Get into the habit of using the radar. When you're in possession of the ball, use it to check which of your players are in space or are being marked. You may be able to see an unmarked player on-screen, but before passing to him, check on the radar to see if he's offside. If you're through on goal, use the radar to see if your opponent is bringing their keeper out.

2 TACKLING

Pressing $\otimes$ or $\odot$ will make your player stick out a foot or perform a sliding tackle respectively. Pressing $\odot$ can also be used to great affect when trying to win the ball from the opposition. By pressing $\odot$ you can make a teammate close down the opposing player in possession of the ball. Remember, it's always easier to tackle a player when you are facing them rather than from behind.

3 PASSING

While individual skills can impress, PES2 is a team game and competent passing of the ball is of paramount importance. One-touch passing can be most effective when going forward, as can switching the play from one side to the other. Overall, try and be inventive and remember to use through passes (Δ) and long passes ($\odot$) in addition to the usual short pass ($\otimes$).

4 SHOOTING

The secret to a good shot is knowing how much power to apply, and while at first you may keep your eye on the power gauge, you should, ultimately, instinctively know how long to keep $\odot$ pressed. Generally, when you're within reasonable shooting distance of the goal, a quick tap of $\odot$ will suffice. Remember to press the d-pad for as long as possible whilst the gauge is up.

5 DASHING

It's best to be composed when in possession of the ball. If you insist on keeping $\odot$ pressed all the time, you'll find it difficult to keep possession of the ball. Therefore, $\odot$ is best used only when your player finds himself in a lot of space. You can use $\odot$ to perform a slower dash. Neat!

BENCHMARKS

WHAT YOU SHOULD BE ACHIEVING, AND WHEN YOU SHOULD BE ACHIEVING IT.

FIRST DAY



Win more than one game on Normal difficulty against the CPU.

ONE WEEK



Reached a few tournament finals and lifted some cups.

TWO WEEKS



Won the International League and started Master League.

SKILLS TO PAY THE BILLS

A TRUE PES MASTER WILL HAVE THE ABILITY TO PASS PLAYERS LIKE THEY'RE NOT EVEN THERE. THESE TECHNIQUES WILL HELP YOU...

SIMPLE DRIBBLE

Your players are far better at keeping control of the ball when they are not dashing i.e. neither $\odot$ or $\odot$ is pressed. A simple way to get round players is by using the d-pad, although if the opponent guesses which direction you're going to turn and sticks a boot out, you'll be easily dispossessed.

TURN AND KICK

When an opposing player approaches, press the d-pad to step around them and at the same time press $\odot$ so your player taps the ball ahead of himself before running on and regaining possession. Smart!

USE YOUR PACE

If you're running with $\odot$ pressed down, double tap the d-pad in the direction you're moving to make your player kick the ball ahead of himself. This is particularly useful when an opposing player is running beside or just behind you. Alternatively, as you approach a defending player, press $\odot$ and immediately double tap the d-pad to kick the ball past the player.

JUMP AROUND

If a player from the opposing team tries to dispossess you with a sliding tackle, press $\odot$ and your player will jump the incoming challenge. It must be said that this

looks pretty sweet – when it works.

STEP OVER

Rapidly pressing $\odot$ when in possession will make your player 'step over' the ball. Rapidly pressing $\odot$ will make your player perform a quicker 'step over'. While the step over is fairly ineffectual, it does look pretty cool. However, it can be used as the starting point for a combination of moves e.g. step over into a turn and kick. Also use $\odot$ with a variety of directions and you'll pull off some tasty moves.

CHECK THIS!

Win the European Cup with England and you'll unlock a Classic England team.



Incoming: Sliding tackles might have been a problem before...



Outgoing: ...but now you can jump above those nasty studs!



Step out: Step overs are pretty useless, but they look fancy

NEXT MONTH

OUR COMPLETE GUIDE TO PRO EVO 2 NEXT ISH DELIVERS THE FOLLOWING...

- ✓ In-depth expert tactics!
- ✓ Be a free-kick freak!
- ✓ Suss your strategies!

- ✓ Unlock hidden teams!
- ✓ Unlock hidden players!
- ✗ Unlock Classic Lithuania!

TALES
FROM...

ISSUE # 5

THE END

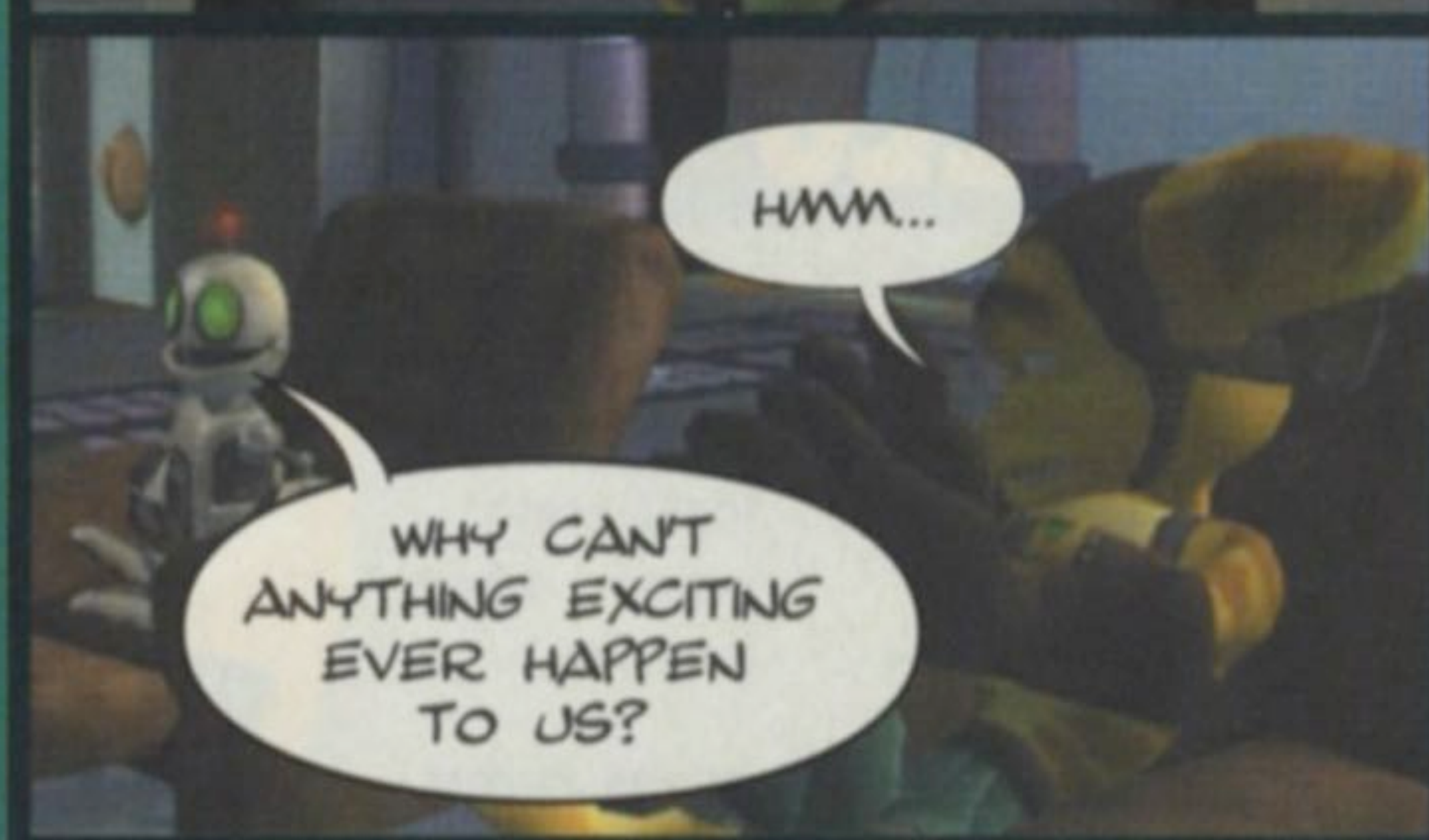
ANOTHER THRILLING TALE OF TOTAL GAME FINISHMENT

THIS MONTH: RATCHET & CLANK

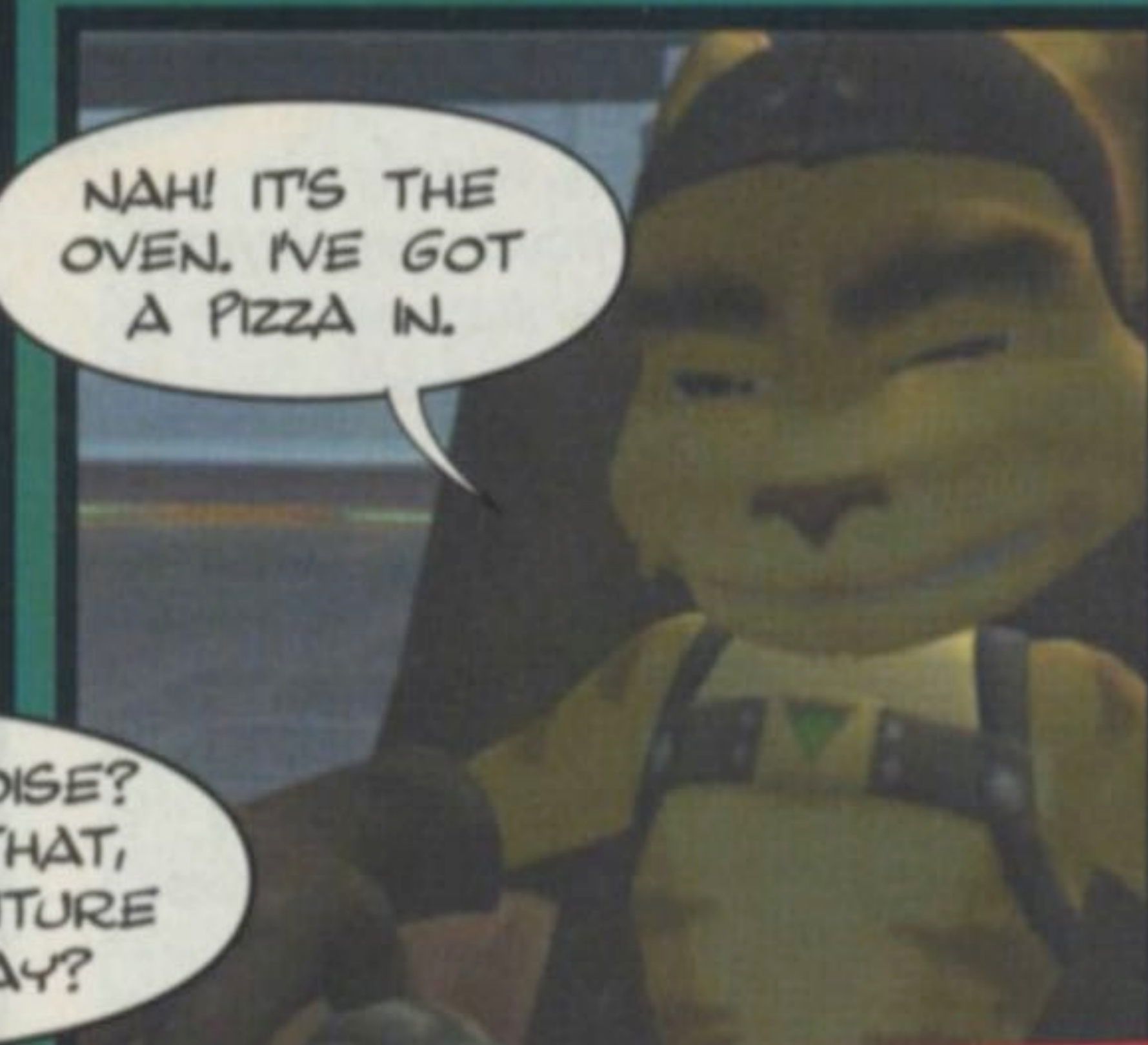
AS ANOTHER DAY DRAWS TO A CLOSE, RATCHET & CLANK'S LOUNGE FLICKERS IN THE GLOW OF YET ANOTHER CHEESY TV GAMESHOW...



MEANWHILE, SEVERAL MILES ABOVE THEIR PLANET'S SURFACE...



A STARTLED CLANK IS SUDDENLY FILLED WITH HOPE...



AND SO WE LEAVE OUR PALS ON THE VERGE OF LEARNING A VITAL LESSON... BE CAREFUL WHAT YOU WISH FOR!

NEXT ISSUE ON SALE

WEDNESDAY 20TH NOVEMBER

**CALL ME 24/7,
I'VE GOT WHAT YOU NEED!**

The *Cheatmistress* presents

CHEATS UNLIMITED

FAST ACCESS TO
CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

**CHEATS
TIPS & WALKTHROUGHS**

PLAYSTATION 2

A = 01

Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
All Star Baseball 2002
All Star Baseball 2003
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Truck
Ape Escape 2
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men Air Attack
Army Men Green Rogue
Army Men RTS
Army Men Sgt's Heroes 2
Army Men: Land Sea Air
Atlantis 3: New World
ATV Off-Road Fury

B = 02

Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Blade 2
Blood Omen 2
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Britney's Dance Beat
Burnout

C = 03

C.Bandicoot: W. of Cortex
C-12 Final Resistance
CAPCOM vs SNK 2
Carl Fury
Casper: Spirit Dimensions
Chris Edwards' Ag. Inline
Circus Maximus
Citizen Kabuto (Giants)
City Crisis
Code Veronica X
Commandos 2
Conflict Zone
Cool Boarder 2001
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Cyprien's Chronicles

D = 04

Dare Devil
Dark Alliance
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra BMX 2
David Beckham Soccer

DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Delta Force: U. Warfare
Deus-Ex
Devil May Cry
Digimon World
Dino Stalker
Disney's Dinosaur
Disney's Kingdom Hearts
Distant Thunder
DNA Dark Native Apostle
Donald Duck: Quack Att.
Downforce
Dracula Last Sanctuary
Draken: Ancient Gates
Driven
Driver 2
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 05

Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
End Game
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int. Winter Sports '02
ESPN NBA Tonight
ESPN NBA Tonight 2002
ESPN NFL Primetime '02
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Eve of Extinction
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 06

F1 2001
F1 2002
F1 Champ. Season 2000
Fanta Vision
Fatal Frame
FIFA 2001
FIFA 2002
Fifa World Cup 2002
Final Fantasy 10
Final Fantasy 8
Fire Blade
Forever Kingdom
Formula 1 2001
Four by Four Evolution
Freestyle BMX 2
Frequency
Frontline (M. of Honor)
Fur Fighters
G = 07
G1 Jockey

Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Gravity Games
Green Rogue
GTA 3
Guilty Gear X
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo
Gungrave

H = 08

H30 Surfing
Half Life
Harry Potter
Harvest Moon: Homeland
Headhunter
Herdy Gerdy
Heroes of Might & Magic
Hidden Invasion
High Heat Baseball 2002
High Heat Baseball 2003
Hot Shots Golf 3

I = 09

Ico
In Cold Blood
Int. Super Soccer
Int. Superstar Soccer 2
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution
J = 10
J. McGrath's S'cross World
J. Moseley's Mad Trix
J.Bond: Agent Under Fire
Jade Cocoon 2
Jak & Daxter
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Jojo's Bizarre Adventure 2
Just Bring It

K = 11

Kengo: M. of Bushido
Kessen
Kessen 2
Kinetic
Kingdom Hearts
Klonoa 2
Knockout Kings 2001
Knockout Kings 2002

L = 12

L. of Kain: Blood Omen 2
L. of Kain: Soul Reaver 2
Le Mans 24 Hours
Legend of Black Kat
Legends of Wrestling
Lego Racers 2
LMA Manager 2002
Lotus Challenge

M = 13

Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Major Lgue Baseball '02
Major Lgue Baseball '03
Mark of Kri
Martian Gothic
Master of Bushido
Mat Hoffman's Pro BMX 2
Max Payne
Maximo
McGrath's S'cross World
MDK2
Medal of Honor Front.
Men In Black 2: Alien Esc.
Metal Gear Solid 2
Midnight Club
Might & Magic
Mike Tyson Boxing
Millionaire
MLB Slugfest 2003
Mobile Suit Gun.: Z. Front
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.

Monsters Inc.
Moto GP
Moto GP 2
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
MTV Skateboarding
Mummy Returns
MX 2002
MX Rider
MX Superfly

N = 14

Namco Museum
Nascar 2001
Nascar Heat 2002
NASCAR Thunder 2002
NBA 2K2
NBA Hoopz
NBA Live 2001
NBA Live 2002
NBA Shootout 2001
NBA Street
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2002
NCAA Football 2003
NFL 2001
NFL 2002
NFL 2003
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Primetime 2002
NFL Q'back Club 2002
NHL 2001
NHL 2002
NHL Hitz 2002
No-One Lives Forever

O = 15

Off Road Fury
Off Road Wide Open
Okage: Shadow King
Oni
Onimusha 2
Onimusha: Warlords
OO7 Agent Under Fire
Operation Winback
Operative (N.O.L.F.)
Orphen

P = 16
Pac-Man World 2
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Penny Racers
Pirates: Leg. of Black Kat
Player Manager 2001
Player Manager 2002
Polaroid Pete
Police 24/7
Pool Master: Q-Ball
Portal Runner
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero

Q = 17
Q-Ball: Billiards Master
Quack Attack
Quake 3 Revolution
Quest for Dragon B. Staff

R = 18
R Carmichael's MX 2002
Racer Revenge
Raging Breath
Rayman 2
Rayman M
RC Revenge Pro
Ready 2 Rumble 2
Real Robot Regiment
Red Card Soccer 2003
Red Faction
Res. Evil Gun Survivor 2

Res. Evil: C Veronica X
Return to C. Wolfenstein
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Romance of 3 Kingdom 7
Rumble Racing
Rune: Viking Warlord

S = 19
S Palmer's Snowboarder
Sarge's Heroes 2
Savage Skies
Scooby Doo: 100 Frights
Sega Sports Tennis 2K2
Seven Blades
Shadow Hearts
Shadow Man 2
Shadow of Memories
Shadow Of Zorro
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2

Silpheed: Lost Planet
Simpsons: Road Rage
Sky Gunner
Sky Odyssey
Sky Surfer
Slam Tennis
Sled Storm
Smackdown! 3: J. Bring It
Smash Court Tennis
Smugglers Run
Smugglers Run 2
Soccer America: Int. Cup
SOCOM: US Navy Seals
Soldier of Fortune
Soul Reaver 2
Space Channel 5
Spiderman 2
Spiderman The Movie
Splashdown
Sprint Cars 2002
Spy Hunter
SSX - Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street Hoops
Street, NBA
Stuntman
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Super Bust A Move
Super Trucks
Supercar St. Challenge
Supercross World
Surfing H30
Swing Away Golf
Syphon Filter 3

T = 20
T. Woods PGA Tour 2001
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tennis 2K2
Test Drive
Test Drive: Wide Open
The Bouncer
The Legend of Black Kat
The Mark of Kri
The Mummy Returns
The New Nightmare
The Operative (N.O.L.F.)
The Simpsons: Road Rage
The Thing
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Throwdown: UFC
Thunderhawk: Op.
Tiger Woods Golf 2002
Time Crisis 2
Time Splitters
TOCA Race Driver

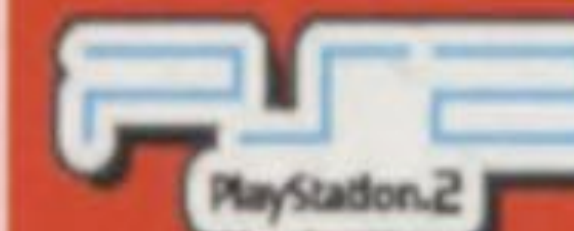
U = 21
UEFA Champion League
Ult.F.Champ: Throwdown
Unreal Tournament
US Navy Seals (SOCOM)
V = 22
Vampire Apocalypse
Vampire Night
Victorious Boxers
Virtua Fighter 4
Virtua Tennis 2
Voyager Elite Force
V-Rally 3

W = 23
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
Way of the Samurai
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million.2
Wild Wild Racing
Winback
Winning Eleven 6
Winter Sports 2002
Wipeout Fusion
World Cup 2002
World is not Enough
World Outlaws: S.Cars'02
Worms Blast
Wrath of Cortex
WRC: World Rally Champ
WW2: Prisoner of War
WWE Smackdown J.B.I.
WWE Smackdown 3 J.B.I.

X = 24
X Games: Skateboarding
X Games: Snowboarding
X-Squad
Xtreme G3
Y = 25
Yanya Caballista: Skater
YuGiOh! Dual Monsters 2

Z = 26
Zeonic Front
Zone of the Enders
Zorro (Shadow Of)
0-9 = 27
007 Agent Under Fire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup

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